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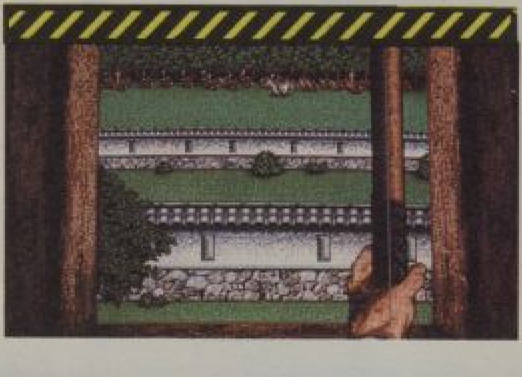
REVIEWED THIS MONTH



Bio Challenge — the first French import from Palace



Hewson return with Stormlord — platform action



COMPETITIONS WIN A PC ENGINE + CD ROM + GAMES! 26

Yee Ha! You ring us, you write to us, you demand more and more information. The PC Engine has got you all in a tiz and you can hardly even buy it. But you can win it, courtesy of US Gold. . .



GHOSTBUSTERS GOODIES 59

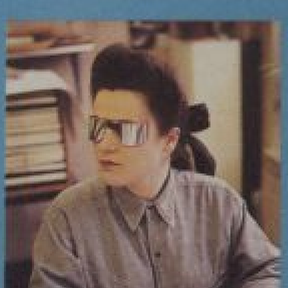
Win loads and loads of goodies — all of them with the name *Real Ghostbusters* on them. See what happens when Gary Whitta gets slimed!



EDITOR — GRAHAM 'MR T' TAYLOR
New to C&VG, but no stranger to computer games, Graham has previously worked, at the Editor's desk of *Sinclair User*, where he used his authority to ensure he got all the fab arcade adventures to review.



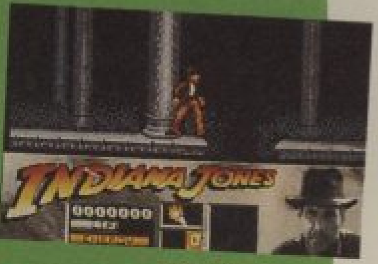
DEPUTY EDITOR — JULIAN 'JAZ' RIGNALL
Jaz has played so many video games it would make your hair stand on end. Well, that's the effect it's had on his scalp! He can usually be found knocking up some infeasibly high score on one of his many console games.



ART EDITOR — ANDREA 'LOVELY' WALKER
When she's not taking care of C&VG's good looks, Andy can often be found with her mirror and compact maintaining her own reputation for being the prettiest art editor in the entire office. Likes: shooting things.

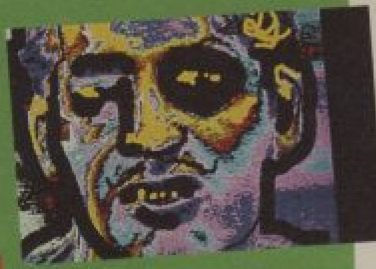
THIS MONTH'S COVER: Jerry Paris EDITOR: Graham Taylor DEPUTY EDITOR: Julian Rignall ART EDITOR: Andrea Walker STAFF WRITER: Paul Glancey ADVERTISING MANAGER:

THE COVER STORY INDIANA JONES 12



Talk about Exclusive! We've the business on *Indiana Jones and the last Crusade!* Not only a first look at the forthcoming games from Lucasfilms but also some of the first stills from the movie ever seen anywhere! *C&VG*, George Lucas, Stevie Spielburg — try to think of one without the other. Can't do it can you?

MEGAMACHINE 16



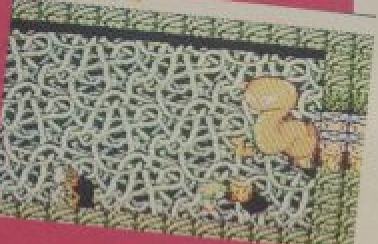
The other big thing this month is the rumours eminating from Brentwood of a special low-priced Archimedes. Always ones to believe rumours,we look at just what this machine is capable of. The more we investigated the more amazed we became. . .

MONEY OFF COUPONS 68

We thought to ourselves the other day, "What can we do to make 16-bit people very happy?" "Give 'em some of the best 16-bit games in the world at a serious no-shit discount" said the massed *C&VG* staff. "Oh right then" said the new and therefore ridiculously optimistic new ed, Taylor. Got an ST or an Amiga? Want *Speedball* or *Falcon* cheap? (If you say no, please stop reading this mag now.)

PLAYMASTERS 29

You've been telling us for ages that you like Playmasters and want more of it. Well you got it. We've got seven pages of maps, tips and High Scores on zillions of games, including a *complete* Zak McKracken solution and a *Golvellius* map! And it's only going to get bigger. . .



ARCADES 78

More pages, a new logo and ratings on the very latest Arcade games to hit the Vids. This month Clare Edgely and her team of helpers check out a brilliant new game called *Prehistoric Isle* and a game so new it doesn't even have a name. . .



ADVENTURE 86

A brand new logo, all your usual Keith Campbell favourites, plus a new expanded Tips section with more clues to more games than ever before! Generous? To a fault.

MEAN MACHINES 90

Loadsa pages on all the latest games for Nintendo, Sega and PC Engine. This month we've got an exclusive on *Galaxy Force* and lots of stuff on *Dungeon Explorer* and lots lots more. . .



PREVIEWS 98

A whole new section! We go crazy on the colour and bring you six pages of news and pictures on the lates and greatest computer games, including a whole bunch of great looking new games — ***OUTRUN, EUROPA, XENON II, RAINBOW ISLANDS, SLEEPING GOD'S LIE*** and dozens of others.



THE OTHER STUFF



ADVERTISEMENT MANAGER — GARRY 'THE WODGE' WILLIAMS
Gaz in an authority on the merits of particular games. His opinion isn't swayed by pretty graphics, funky sounds, or even gameplay but by the number of ad pages the software house has booked. Oh.

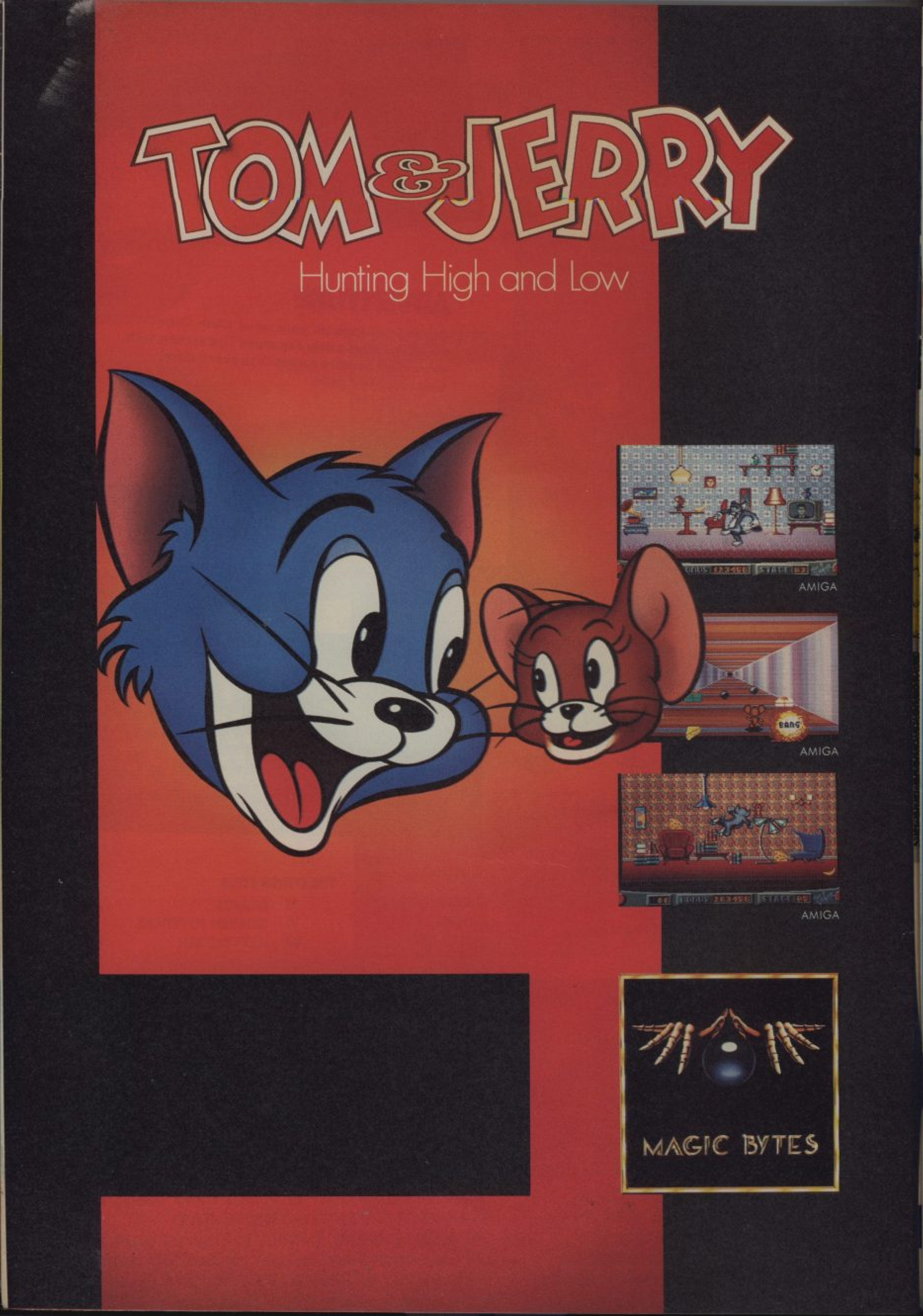


STAFF WRITER — PAUL 'CUTIE-PIE' GLANCEY
Likes to think of himself as the Woody Allen type, but comes across as more the Woody Woodpecker type. Atop his diminutive frame squats a sizeable cerebrum which he puts to good use on simulations.



'SENIOR' SALES EXECUTIVE — JO 'GINGER' COOKE
Jo's elfin frame belies her almighty powers as the Strawberry Blonde Boadicea of the computer game advertising business. Jo is one of the few people who can keep Wodge under control.

Garry Williams SALES EXECUTIVE: Joanna Cooke COPY CONTROL: Lora Clark PUBLISHER: Terry Pratt Subscription Enquiries to: *EMAP Frontline, 1 Lincoln Court, Lincoln Road, Peterborough PE1 2RP. TEL 0733 555161 FAX 0733 62788* EDITORIAL AND ADVERTISMENT OFFICES: *Priory Court, 30-32 Farringdon Lane, London EC1 3AU. TEL: 01 251 6222 FAX: 01 608 2696*


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WELCOME TO C&VG

This issue of C&VG is somewhat different. We've made some pretty big changes based on your comments in letters and reader surveys. So out go a couple of sections (we'll spare the blushes of the pages concerned) and in comes more colour and more space for the pages you tell us you like most.

THE MAIN DIFFERENCES

- Mean Machines and Coin ops are getting more colour and more pages.
- Adventure gets a complete face lift and an expanded tips section.
- Giant Previews section.
- Reviews get more information on more versions and more pictures.
- New look covers
- Money off 16 bit discounts.
- Giant tips section.
- Loads of other things we'll leave you to discover for your self . . .

16-BIT AND 8-BIT

C&VG will continue to cover the hotest games on both 8-bit and 16-bit. We'll always give you the latest news, previews and reviews on the games that really matter. Whenever possible reviews will carry a screen by screen analysis of what's happening at crucial moments in the game and 99% of our reviews will be in colour.

We'll cover any game we think is important, format doesn't matter, quality does. We're sure you'll see Spectrum only and Amiga only reviews along with multiformat coverage.

FREE THINGS

We have some spectacular ideas planned for the next few issues. There'll be POSTERS LIKE YOU'VE NEVER SEEN BEFORE and something EXTRAORDINARY closer to Christmas. More news later on.

WHATDYATHINK?

Let us know what you think about the new look C&VG. Good or bad we are really interested in your comments — anyone who says anything really interesting will be sent a load of software (so tell us your machine!) Send your comments to: *'Me and My Mates all think C&VG's really . . .' Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.*

BUG REPORT

We plan to start a new section called BUG REPORT and we need your help. If you've bought a game recently and you find a bug in it we want to know. Here's what to do:

1) Make sure it really is a bug and not just you being crud at playing the game! (Some people's bugs are other peoples not reading the instructions properly)

2) If you are sure it's a bug fill in the coupon below and send it in to C&VG Bug report, Priory Court, 30-32 Farringdon Lane, London EC1 3AU. The FIRST people to report a NEW BUG will get £10.

WHAT HAPPENS THEN

We'll start printing lists of the bugs found in games with telephone contact numbers for the companies responsible. With luck the whole thing will build up to a definitive bugs list and if you buy a new game that you suspect has Bugs you'll be able to check it out against the list and demand an updated version.

BUG REPORT FORM

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....

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(Name of game)..................................
On (machine)....................................
BRIEF DESCRIPTION OF BUG
LEVEL...
WHAT HAPPENS ....
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....

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* Option to practice and learn ball control, take corners and practice penalties.

* 5 Skill levels, International to Sunday League. The levels of both teams set separately. The ultimate challenge is the defeat of the star studded team of Internationals by the Sunday League of no hopers. A super human test of skill and concentration.

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* League competition for 1 to 8 players. Load and Save League facilities.

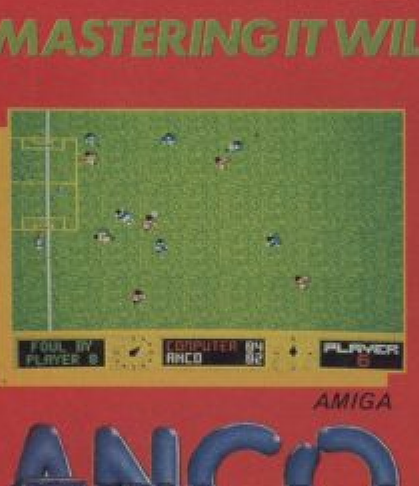
* Simple controls to dribble, shoot, pass, chip or head the ball or do a sliding tackle.

* Amazing ball simulation takes account of the ground and air friction. Direction changing breeze at the higher skill levels

* 9 types of Corner kicks, Penalties, Yellow and Red cards and a host of other features like players getting tired by the end of the game, time wasting, injury time, etc.

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REVIEWS INDEX

NEW-LOOK REVIEWS

If you've already had a quick flick through the mag, you'll have noticed that the reviews have had a serious facelift. Rather than just cover one version, we're rating all the versions we can get our grubby mitts on. One particular version is taken as the reference game, and any differences between it and the other versions are highlighted in the status boxes for your machine. Now you won't ever need to worry about whether the version for your computer is good or bad — C+VG will tell you exactly how it is.



THE REVIEWS

SPECTRUM

AMSTRAD



AMIGA

SEGA

PC ENGINE

ARCADES



C64

ST

THE RATINGS

When a game is reviewed, we give ratings for five different criteria.

GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

SOUND

Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects aren't appropriate or atmospheric.

VALUE

Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words — is it worth the price?

PLAYABILITY

This tells you how addictive and enjoyable the game is — the higher the rating, the more playable the game is.

OVERALL

The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

THE MARKS

85+

A C+VG HIT! An outstanding game that shouldn't be missed

70-85

A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried though.

40-69

Varies between below average to fairly good. Could still appeal to fans of the genre.

10-39

Generally a poor game that mightn't even appeal to the most ardent fans.

9—

Ugh! A ghastly travesty to buy for your worst enemy.

INDIANA JONES AND THE LAST CRUSADE

BY US GOLD/LUCASFILM

He's back! That whip-totin', fedora-wearing', snake-fearin', cool-leather-jacket-sportin', danger, it's your-face-I-laugh-in hero has returned to kick some Nazi butt. Heads roll. Some sex. Plenty of fighting. Motor Vehicle crashes galore. Julian Rignall says check it out.

THE FILM

Indiana Jones and the Last Crusade features Harrison Ford (who else?) in the starring role as everybody's favourite hero, and Sean Connery (everybody's favourite James Bond) as Dr Henry Jones, Indian's father. Characters from Raiders of the Lost Ark returned to the screen once again, with Denholm Elliot, John Rhys-Davis, Julian Glover and Michael Bryne appearing as Marcus Brody the museum curator, Indy's friend Sallah, industralist Walter Donovan and Vogel, the evil German SS officer respectively. And once again Industrial Light and Magic have been commissioned to produce some very special effects.

As you can imagine, it's japes and scrapes a go-go with Indy careening from one highly dangerous situation to another. Just the sort of stuff we expect from our Indy.



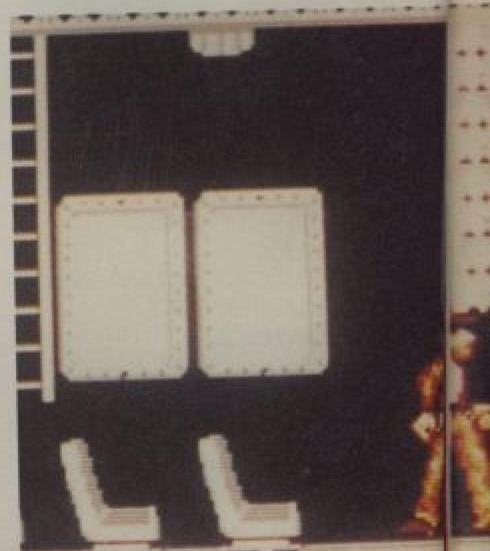
The **Indiana Jones** story first started back in 1977 when Star Wars director George Lucas was discussing his ideas of a new type of hero with friend Steven Speilberg. Three years later his ideas came to fruition, and shooting began on **Raiders of the Lost Ark.** The film busted serious numbers of blocks.

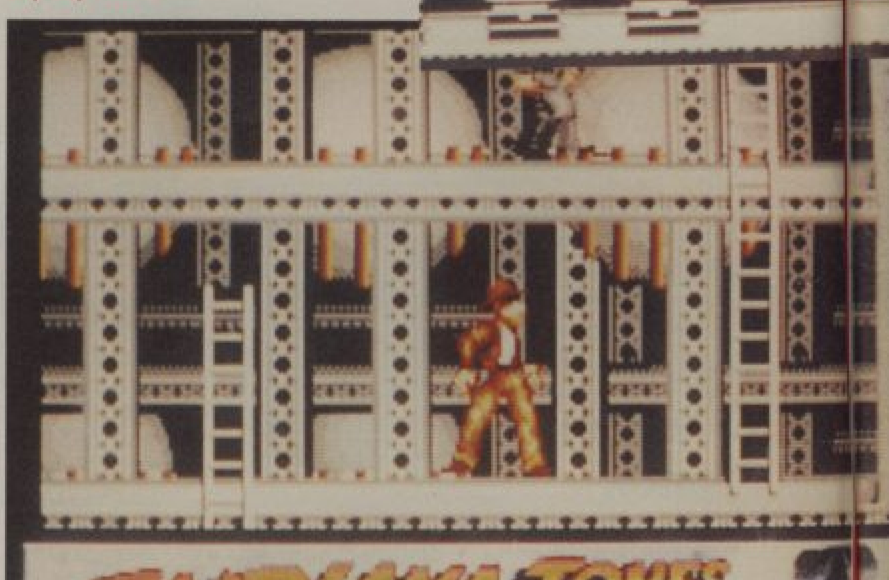
Four years later, a squel was released, entitled **Indiana Jones and the Temple of Doom.** It featured more high adventure, more stunts and even more action.

And now the latest Indy adventure is set to hit the streets — **Indiana Jones and the Last Crusade** — and it promises to deliver even more action than its predecessors. If I were a block I'd be expecting a serious busting any day now . . .

INDIANA JONES — THE GAME

All the Indiana Jones film so far have been licensed by computer game manufacturers — mindscape bought the rights to the Indiana Jones character and produced their own game based loosely on **Raiders of the Lost Ark** called **Indiana Jones and the Lost Temple,** and





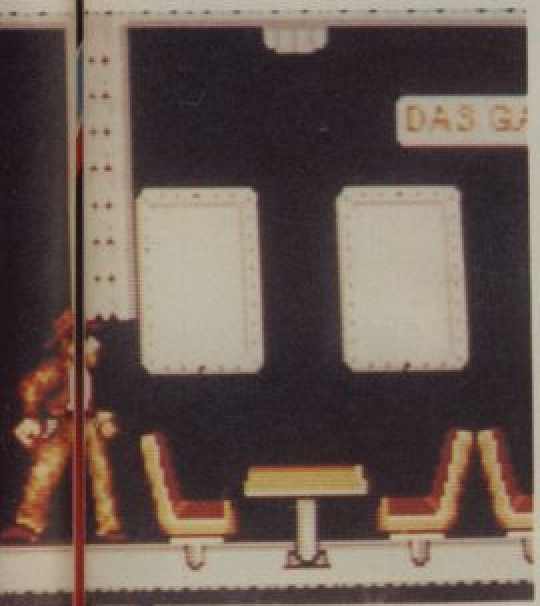


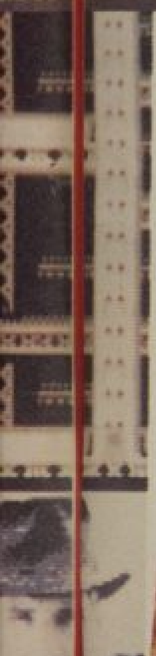
Atari/Lucasfilm Computer Game Division created a **Temple of Doom** arcade game, which in turn was converted to home computers by US Gold. and it's US Gold who've picked up the license to the latest Indy film, in association with Lucasfilm Computer Game Division.

There are two versions of the game being programmed, the Indy story game is being produced by Lucasfilm in America, while the action game is being written here in the UK by Tiertex.

The UK game is a multidirectionally scrolling, multi-screen, multi-level platform affair in which the player takes the role of Indiana Jones. Because the film isn't being released until May 25th in America, Lucas Films aren't giving any of the plot away so you'll just have to try to guess it from the screenshots! (Or fly off to America to see the film when it launches.) Put it this way: if we said that Indy goes off into space and does battle with hordes of mindless space monsters would you believe us? Probably not.







The game is looking very promising, with more platform jumping and Nazi-walloping action that you can shake a bullwhip at. The graphics are crisp and nicely detailed, and there's an excellent digitised piccy of Indy chucked in for good measure. We're also promised sampled sound from the film. What more could an Indiana Jones fan ask for?

Both **Indiana Jones and the Last Crusade** games will be released at the end of the Summer. Watch out for reviews in forthcoming issues of C&VG. As ever, we'll have it first, you'll see it and read about it first.

JULIAN RIGNALL











STORMLORD

BY HEWSON

Times are hard for fairyfolk. An evil queen is moving in, and she's started her despotic rule by imprisoning all the fairies in the land and posting hordes of creepie-crawlies to guard them. Only one pixie can conquer the queen and save the fairies in time, and that pixie is Stormlord.

His Hi-Bounce boots and rapid-fire thunderbolt casting abilities make Mr Stormlord a natural for dealing with dangerous horizontally-scrolling platform shoot 'em up situations like this, and he sets to with a will, blasting any worms, dragonlets and flies that crawl out of the shrubbery. Hold down the fire button and, VA-VOOM!, you unleash his magic sword which whizzes across the screen, destroying all in its path. The blasting isn't constant, appearing only when you venture into certain parts of the landscape, but when it does come, you really have to get that trigger finger going!

To finish each stage, you have to collect a quota of fairies, who are languishing in the most inaccessible places. Releasing each fairy requires a wee bit of problem solving picking-up-objects-and-using-them-in-the-right-location vein nature. Don't panic, though, the connections you have to make between objects and situations are fairly straightforward, but they're still substantial enough to give your ego a boost when the solution finally dawns. When all the level's fairies are in Stormlord's capable pockets, he has to play for an extra life in The Subgame. In it, you blow kisses at flying fairies, who fall in love and drop a fairy tear when hit. Pick up ten tears and an extra life is yours. How sweet.

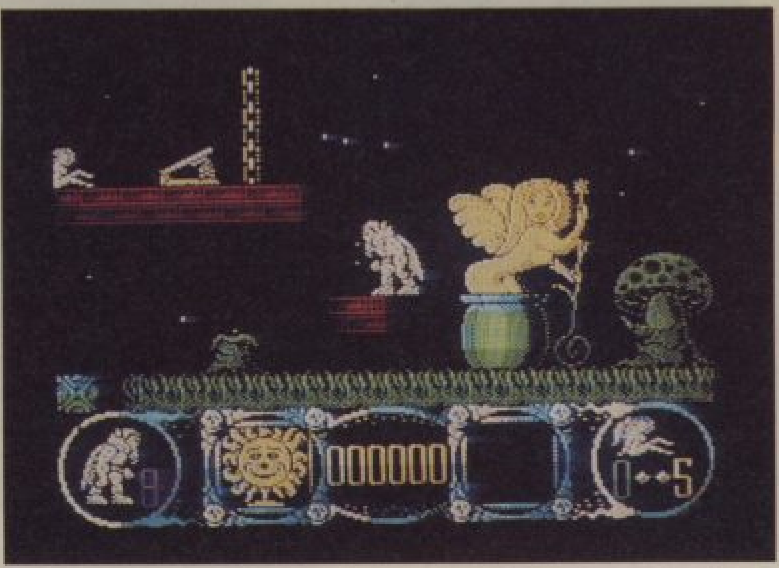
Not that this is a game for softies, mind. Raf Cecco has once again done the Spectrum proud with a superb blend of arcade and adventure, mixing just the right amount of both. Sprites and backdrops are good and colourful, and everything moves very smoothly. Hearty sound effects, cute jingles and a rousing opening score keep the speaker cones bouncing.

Nick Jones, the guy behind the C94 **Cybernoids,** has programed Commodore Stormlord, with the aid of graphics man, Hugh Binns and the Maniacs of Noise, and they've made a damned good job of it. Graphically excellent, aurally superb and completely addictive gameplaywise, it's bound to be a hit. Probably the best 8-bit arcade adventure I've seen this year.

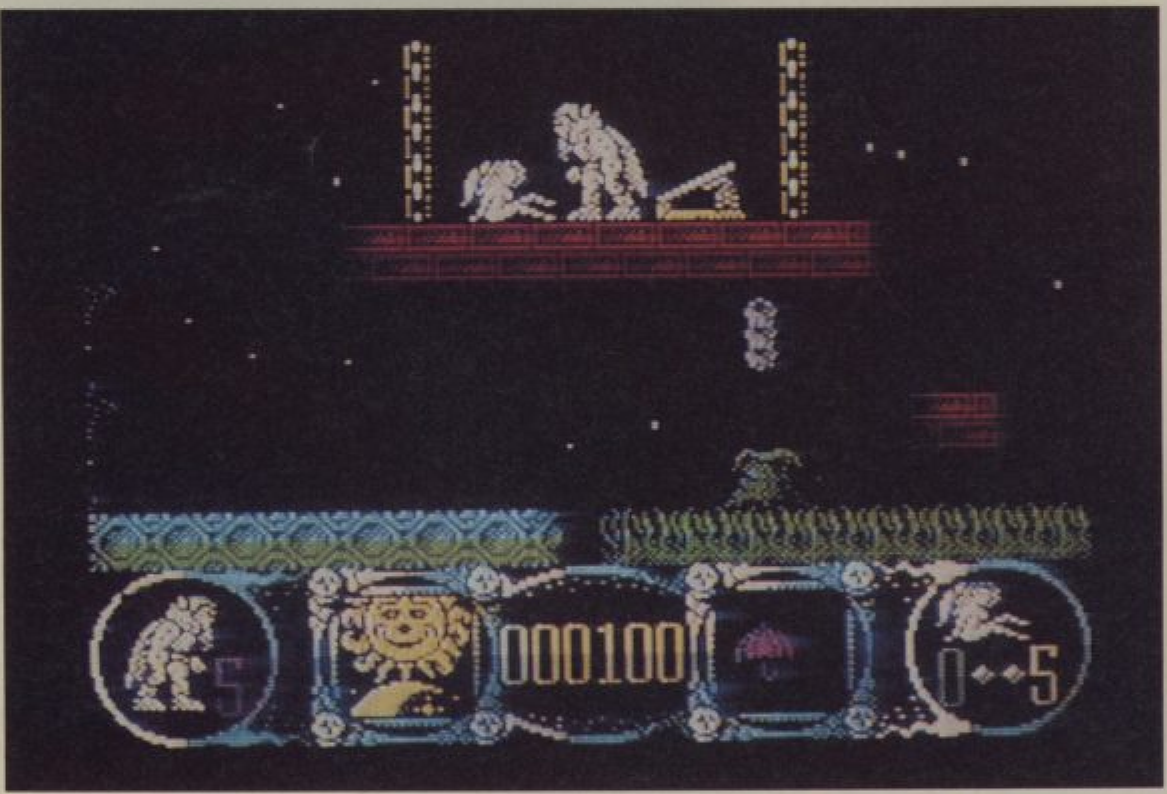
C+VG HIT!

UPDATE

Expect an Amiga and ST version very soon, both with super duper graphics and sounds, and equally exciting gameplay.



▲ *Typical Cecco classy sprite detail.*



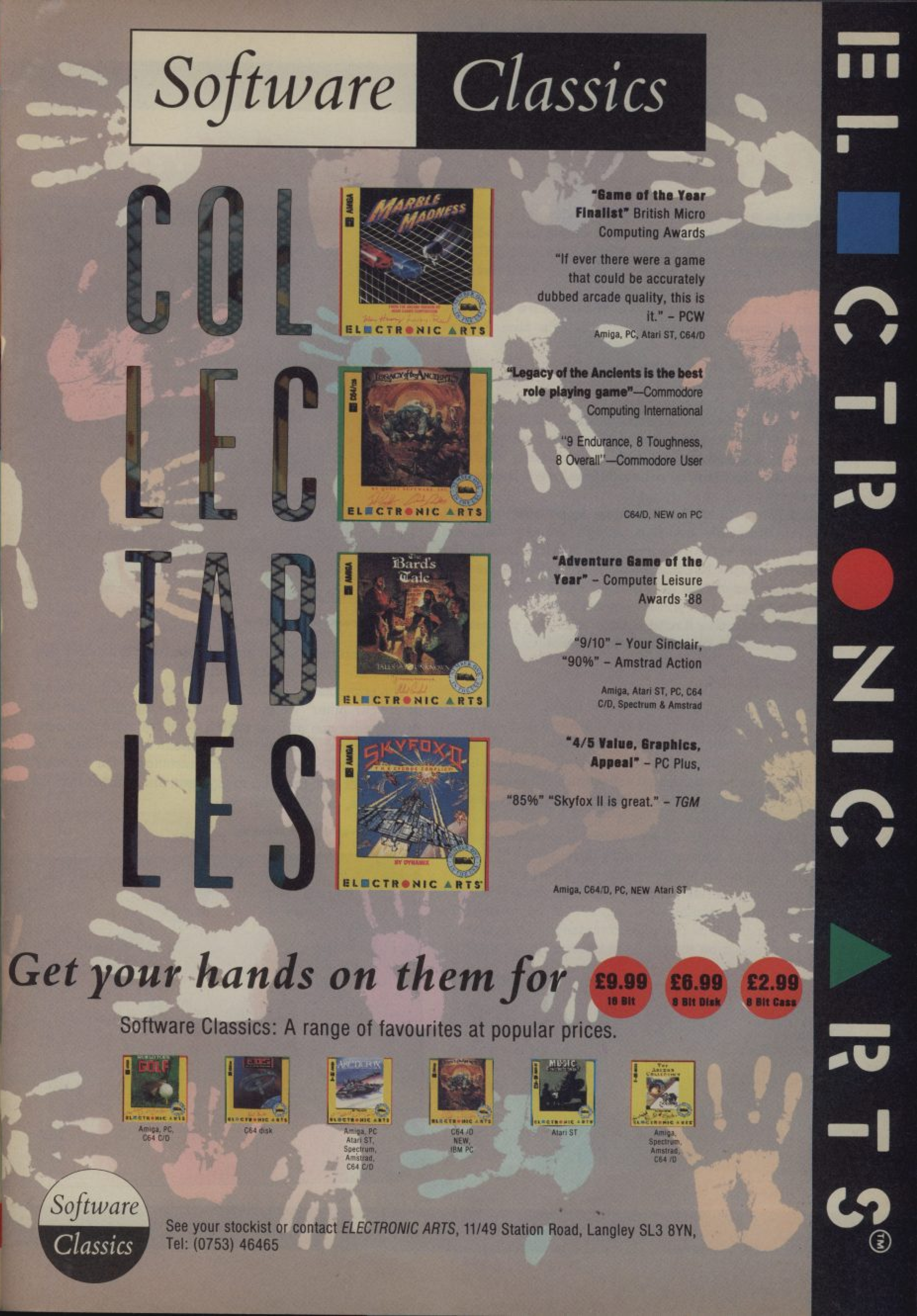
▲ *Suspended in mid air. What's that pixie doing there?*

▼ *A locked door . . . should have got the key drat!*



C64	£9.99
The 64 Cybernoid programmers make good again. Just beats the Spectrum version on playability due to some slightly clearer graphics.	
OVERALL	**89%**

SPECTRUM	£9.99
GRAPHICS	85%
SOUND	82%
PLAYABILITY	88%
VALUE	82%
Another terrific arcade adventure from Raf Cecco, who once again shows there's life in Clive's old dog yet.	
OVERALL	**87%**


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Archimedes Revisited

There is a computer which makes the Amiga and ST look like toys — a computer which outperforms your Sega, Nintendo and PC Engine consoles in every respect and which uses technology that will probably be standard — in ten years' time. It could be the best games computer ever made. It's the Acorn Archimedes.

Trouble is, everyone regards the Archie as a 'serious' computer — just what you might expect from the company responsible for the BBC B and Master 128 machines. At the sort of prices the Archie sells for, ranging from around £1,000 to £2,500 depending on the spec, it's limited to educational and business markets.

But now there's feverish speculation that Acorn may be on the verge of signing an agreement with Amstrad, by which the main boards of the Archimedes are repackaged as a games machine at around £399. This would certainly put the pressure on the ST and Amiga, because the Archimedes has the potential to blow them out of the water.



▲ *Lean, mean RISC machine.*

TECH SPECS

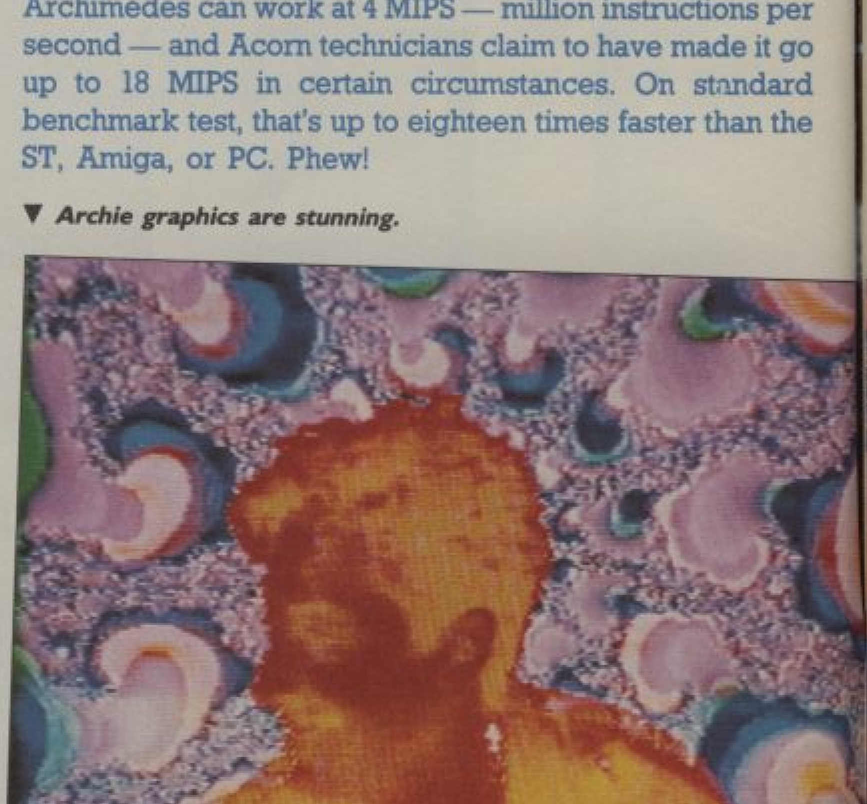
What is it about the Archimedes which is so revolutionary? When Acorn's Research and Development team decided to create a computer for the 90's (that's the 1990s, not nonagenarians) they rejected the idea of improving an old technology using established processors like the Z80, 6502 or even the 68000. They started from scratch and created a whole new processor — ARM.

The Acorn Reduced Instruction Set Computing Machine is at the cutting edge of computer development. The idea behind RISC is that the processor has a very small library of simple commands at its disposal. For more complex tasks it simply combines a number of commands. By eliminating the rare complex commands, the processor can work faster on the common ones.

ARM also uses 32-bit architecture, which handles data faster than 16-bit or 8-bit machines.

The combination of RISC and 32-bit architecture results in a computer which is, frankly, flipping fast; the Archimedes can work at 4 MIPS — million instructions per second — and Acorn technicians claim to have made it go up to 18 MIPS in certain circumstances. On standard benchmark test, that's up to eighteen times faster than the ST, Amiga, or PC. Phew!

▼ *Archie graphics are stunning.*



	ST	Amiga	Archimedes	
CPU	68000	68000	ARM	
Clock rate	8MHz	7.14mhz	4 or 8 MHz	
Graphics	640x400 mono resolutions 320x200 16 col	640x512 16 col 640x200 4 col 320x512 32 col 320x256 32 col	640x512 mono 640x256 16 col Many others	640x256, 256 col
Pallette colours	512	4096	4096	
Sound	3 channels, mono MIDI fitted	4 channels, stereo MIDI optional	8 voice stereo MIDI optional	

GRAPHICS

Of course, it's not enough just to be fast; a good games machine has to offer decent graphics, too. The Archimedes, which is partially designed to be compatible with BBC and PC programs, has 21 different graphics modes. Most work with a standard monitor, but at the higher resolutions you need a high scan-rate monitor like the NEC MultiSync.

The top resolution is 1280x976, though this is in mono. More typical modes would be 160x256, or 640x256, using 16 colours from a total available palette of 4096.

Since this approaches the resolution of television, it's easy to see that the Archimedes has astonishing potential for hi-res and digitised graphics.

SOUND

In stark contrast to the blips and beeps of the BBC, the Archimedes has the most powerful sound processor yet seen on a small computer.

Using part of the video processing chip, the Archimedes outputs eight voices, using waveshape data held in 256-byte wavetables. A digital-to-analogue convertor handles the output. This gives eight-bit resolution, but uses a logarithmic scale which means that the effective dynamic range is 13 bits at the average sampling rate of 20KHz (top ratio is 31KHz). This compares favourably with commercial sound samplers like the Akai S950, which has twelve-bit resolution at up to 38KHz.

Each voice can be assigned to one of seven positions in the stereo spectrum; output is through the monitor, or via a headphone/amp output.

Existing Archimedes can be fitted with MIDI interfaces, from Acorn or EMR; there are also hardware sound samplers from Armadillo, both sub-£100 for an eight-bit system, and £1000+ for a sixteen-bit MIDIfied professional version.

THE BIG CATCH

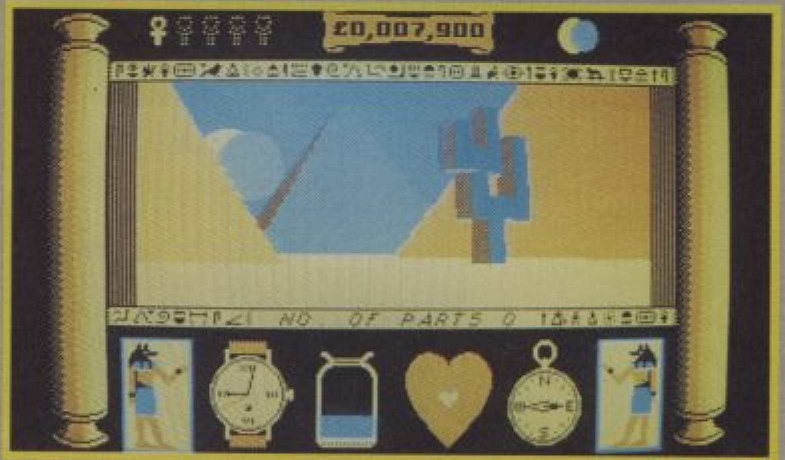
The big catch at the moment is, of course, the price. There are two series of Archimedes, which share the same four basic chips: the 300s and 400s, which feature built-in hard disks, memory of up to 4mb and more expandability. The biggest system the A440, costs £2499 plus VAT with a colour monitor.

THINGS TO COME

Acorn's next launch is rumoured to be positioned between the 300 and 400 series — in other words, between 'very expensive' and 'hideously expensive'. Acorn doesn't appear to have the will to apply ARM technology to the games market. But someone might — someone who specialises in taking developments in technology and repackaging them in an affordable and attractive form. Will we shortly be treated to the sight of Alan Sugar leaping from his bath shouting 'Eureka!'?

John Renwick

As well as shelling out a heap of dosh to buy Telecomsoft from BT, Microprose have signed up the next two Freescape releases from Incentive. These will be the 16 bit versions of the two 3D graphics adventure extravaganzas, Dark Side **and** Total Eclipse. Dark Side **will be the first out on the new label, going streetside in early May, with** Total Eclipse **following a month or so later.**



On their own label, Incentive are bringing out a potboiler Freescape game, which the Home Computer Club are hundling with Spectrum, C64 and Amstrad copies of Total Eclipse **and flogging for £11.20. Like** Total Eclipse, The Sphinx Jinx **is set in Egypt and you have an hour to roam the catacombs of a pyramid in search of the 12 parts of a Sphinx, before the sun is once moe eclipsed, and BOMZA! the Earth's done for. Knock up a high score and you can enter a competition to win a holiday in Hawaii to watch the real eclipse! Cor! What smashing fun!**

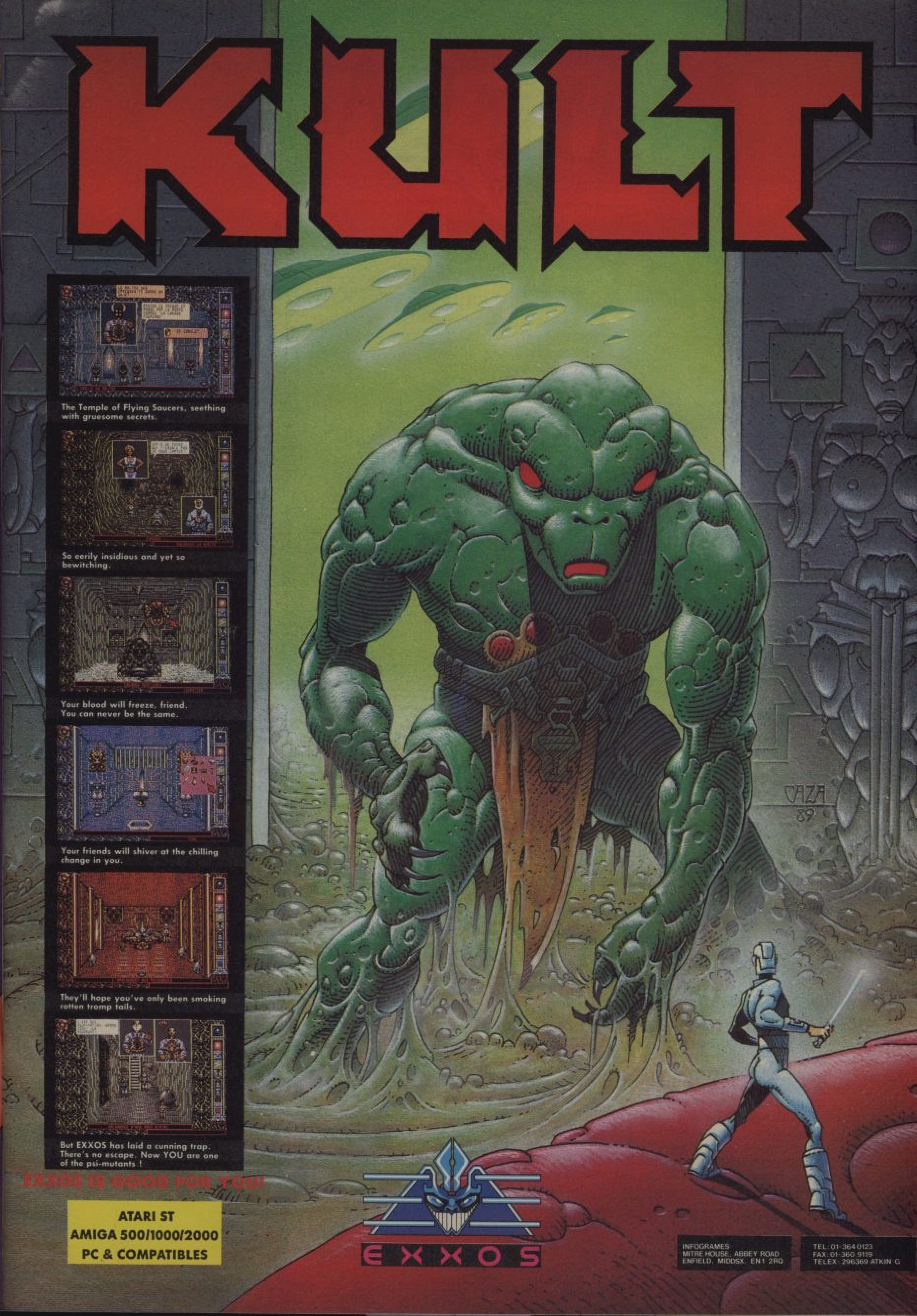
Over the summer months, charity chain OXFAM is running a software aid appeal to provide food, shelter and medical aid for starving people all over the world. So, if you're fed up with playing Death of the Murderous Mega-Gargoyles from Dimension 16 in 3D, trot on down to your nearest OXFAM, hand it over and say "Hello, OXFAM persin. Here is a game for the OXFAM software sale." It will then go on sale, hopefully making lots of money and filling the bellies on hungry folks everywhere.

Electronic Arts are now knocking out some of their old "classic" gamesfor not a lot of dosh. "The Software Classics" range includes Bard's Tale, Marble Madness, Skyfox II, World Tor Golf, Earth Orbit Stations, Arctic Fox, Legacy of the Ancients, Music Construction Set **and** The Archon Collection. **These will be available across a host of formats priced at £9.99 for 16 bit disk versions, £6.99 for 8 bit disk versions and £2.99 for 8 bit cassettes.**

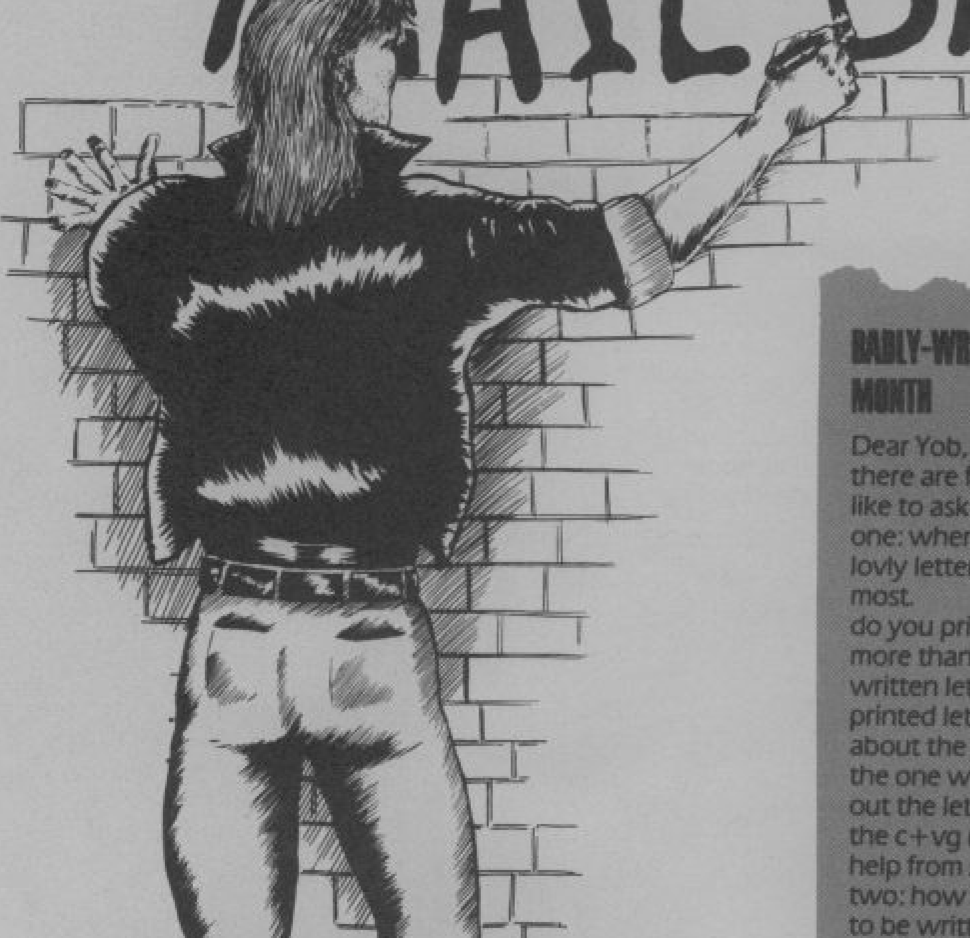
The next time you're stuck in Police Quest **or struggling in** Beyond Zork, **you don't have to vent your frustration by putting your foot through the screen. Instead just dial the Activision helpline on 0734 311003, and you will find a nice lady speaking to you. Julie Barwick has a direct line to Sierra, Infocom, and Micro-Illusions, so if anyone can help, she can. Oh, and our own Keith Campbell (Sorry Keith).**

The C+VG Cock-ups Department repot an erroneous mark in last issue's PacLand **review which resulted in the game getting an overall mark of only 57%. A bit silly really as Phil South liked it lots, and actually awarded it a healthy 77%. Our apologies to all at Grand Slam, but be assured that the person responsible has been hung out in the Ed's garden for the blue tits to peck at.**


GOLDEN GOBLINS®
GRAND MONSTER SLAM
Amiga screen
Listen to the crowd roar as you enter the stadium and take up your position opposite your opponent.
PC (EGA) screen
Have you the skill to fight off the furious beloms with your punji-stick?
C64 screen
These are some of your opponents. Knock them out and go from round-to-round to the super-league.
Atari ST screen
GRAND MONSTER SLAM: Can you become this years Grand Slammer?
Available for the C64, Atari ST, Amiga and PC
C64 cassette £9.99
C64 disk £12.99
Atari ST £19.99
Amiga £19.99
PC £19.99
Rainbow Arts (U.K.), Sketty Close, Brackmills Business Park, Northampton NN4 0PL.


KULT
The Temple of Flying Saucers, seething with gruesome secrets.
So eerily insidious and yet so bewitching.
Your blood will freeze, friend. You can never be the same.
Your friends will shiver at the chilling change in you.
They'll hope you've only been smoking rotten tromp tails.
But EXXOS has laid a cunning trap. There's no escape. Now YOU are one of the psi-mutants !
EXXOS IS GOOD FOR YOU!
ATARI ST
AMIGA 500/1000/2000
PC & COMPATIBLES
CAZA 89
EXXOS
INFOGRAMES
MITRE HOUSE, ABBEY ROAD
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TEL: 01-364 0123
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TELEX: 296369 ATKIN G

MAIL BAG



BADLY-WROTE LETTER OF THE MONTH

Dear Yob,
there are five things i would like to ask
one: when you receive all these lovly letters, which do you print most.
do you print, printed letters more than written letters or written letters more then printed letters, or bouth letter about the same, and are you the one who decides to pick out the letters to be printed in the c+vg mag, or do you have help from someone else.
two: how long dose a mag take to be written up and published, and who dose the most work for the magazine.
three: how long have you worked for c+vg, and how much do you like working their at c+vg.
four: do you ever get fed up with all this moaning and groaning and complaints about people stateing one computer is better than the other, i have two computers myself one c64c and one cpc464 not because one may be better than the other, its because i take one to work and use and leave one at home to use and i could not see the point haveing three computers all the same?, yes sorry i did say two computers at first, but with a old commodore 64 which keeps going wrong and the keys keep sticking dont realy count that why i have a new c64c
five; please could we have more playmasters and posters please as many people would like list.
sorry that this letter has dragged on so much, you can now wake up. just one more thing i would like to say is to mr bruno amorelli, this magazine is in no way like a news papper, if you do'nt like the way it is published then stop buying it and shut up complaining.
S.MORGSNS
BEXLEY KENT

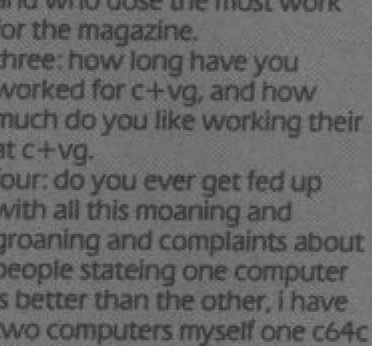
YOB: I've printed your letter verbatim, so other readers can see the sort of English I've got to read. Have you not been to school recently, or is your typewriter very poorly indeed? Still, to answer your badly-written questions . . .

I choose the letters, and more get thrown away than get printed. Still, the better the letter, the more chance you've got of getting it printed. And if it's really good, I might send you a T-Shirt of some software.

Aaaaaaagggh. It's the YOB!, Britain's brightest letter answerer. And you'd better agree or you'll end up with a size nine Doc Marten in the goolies. If you think you're hard, and want to write in with compliments, complaints, questions, statements, jokes, letter bombs or blank cheques, send your scribblings to: YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. If the YOB thinks your letter is good enough, he'll send you a T-shirt or software . . . or something equally fab and groovy. So get writing, you lazy gits!

A FREEBIE IDEA

Please can you tape a *Hard Drivin* arcade machine to the front of your next issue. A few less pages and an extra 25p to the cover price should be more than enough. Do you like living dangerously! I mean don't you think Garry Williams is a fire risk, on trying to escape his fat purple bloated body would get stuck in a door frame, preventing escape for the rest of you. I suppose you could throw him out the window and jump on him, but wouldn't this have the same effect as detonating a five megaton nuclear bomb. I am a 20 year old Amiga user who likes ST'S and thinks there should be more humour in your excellent mag. I mean one of my letters was printed in Atari ST User so surely this cannot fail to get printed.
PETER PRIESTLEY,
TAMWORTH,
STAFFORDSHIRE



YOB: *Hard Drivin* machine indeed? Do you take us for mingy old skinflints or what? We're giving away a whole amusement arcade on the cover of next month's ish. The only problem is that the cover price has gone up to £50,001.25. If there's ever a fire in the office, we'll throw Garry onto it, and his bloated body should smother the flames, so there's no need to worry about our safety.

I'M NOT A NUMBER

Dear Yob,
I have completed Last Ninja 2. Could you please write to me and tell me how people have completed it as well as I.
MARK BENNETT,
LANGLEY, WEST MIDLANDS

YOB: Well, it's funny you should ask, but by a strange coincidence I know that fact. You are the 4,677th person to complete the game. I hope you feel much better now.

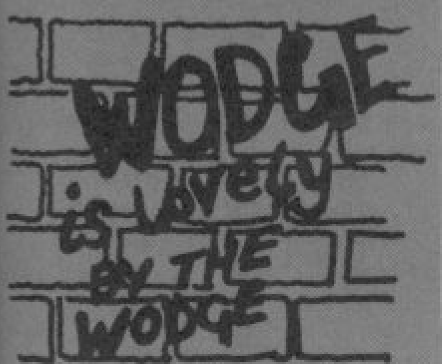
A magazine takes four weeks from start to finish, with the editorial team doing all the work. The ads department simply sit around making the odd phone call.

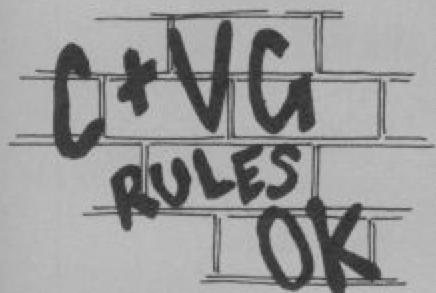
I'm a newcomer to C+VG, and I love the mag. Can I have a payrise now?

Yes, I do get fed up with the computer one-upmanship. If you're happy with your computer, that's fine. There's no point in whingeing about whether another machine is better or worse. It's pointless.

Paymasters is going to get bigger and better — just watch it grow.

Anyway, to finish. Even though your letter was badly typed, I've decided in my infinite wisdom to send you a stonking good C+VG T-shirt. Wear it with pride and for God's sake pay attention in school.





I'VE SEEN A GHOST

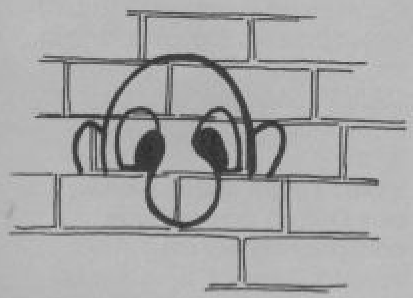
I am writing to you about Fax in the April Edition of C+VG. On page nine you had an article about a couple of New Activision games. In the article you said that Data-east's Real Ghostbusters "never made it to UK Arcades". But it did and is in 'Mr B's' Margate Seafront and I have played on a couple of occasions.

Now although it is a three-player game, I personally find it a bit dull and uninteresting and doesn't have enough action for me. As an ST owner I don't think I'll be buying the home version alas.

Anyway as Margate goes there are about eight arcades in all (three of which are pretty large) so there is plenty of choice, from PacMan and Asteroids to the Real Ghostbusters, Cyberball, Wonderboy III, Splatterhouse and many more not a bad place really. Maybe you should send Julian Rignall there sometime. By the way great magazine good features and great news and not a bad cover either. What a stonker.

RICHARD NINNIM
BROADSTAIRS, KENT.

YOB: Mr Rignall says that he has also found a Real Ghostbusters machine in Brighton — and also thinks it's dull. He's also been to Margate and says "it's brill". Look for a report in a future issue.



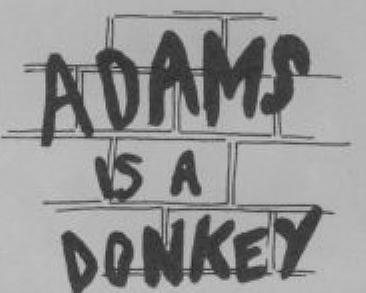
WHICH MACHINE?

Dear Yob,

I own a Speccy, and even though I liked it originally it does rather seem pretty crappy now after reading in your March edition that a Cd-Rom system for the "PC engine" had the power or memory of *1096* Amigas and *11416* Speccies. The problem now is which computer to purchase. I cannot decide out of the ST the Amiga or even some console system like the PC Engine or the Sega Master System. Could you please help me decide out of these wonders or demigods of modern technology. Anyway your mag is amazingly ace, brill and flipping super.

BIFFABACON
NEWCASTLE

YOB: It's very easy, you know. First, check your budget. Then find out which software you like the best, and which machine has that software. Then buy the machine. Want anything else that's bleedin' obvious explained?



HONOUARY TWERP OF THE MONTH

Dear Yob,

Here is an account of nonsense dedicated to your fat friend — *Garry Williams That Go Bump In The Night.*

Peterborough is a silly wally indeed yes she isn't.

Not really-only joking silly me,

No the real person in heyes no fancy that, well, well in the world hello is.

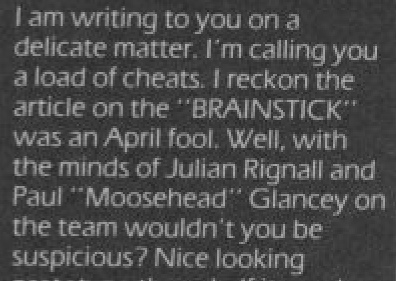
Oh look there's Dennis Healey with the right left Peterborough thing with question marks on.

Flobadobabil is my friend and he goes to my nasty pink wallpapery floral thing over my wotsit. Hello again, nice to see you wearing that ladder I bought for you last Christmas. Oops, I almost forgot, have you met my juggling Tuppence, by the way, peterborugh!

This account is totally correct and was written in good faith. Do you want that in writing.

Blob,
WEST MIDLANDS

YOB: If I could understand what you've written, I'd send you a T-shirt. But I can't, so I won't.



I'M NO FOOL

I am writing to you on a delicate matter. I'm calling you a load of cheats. I reckon the article on the "BRAINSTICK" was an April fool. Well, with the minds of Julian Rignall and Paul "Moosehead" Glancey on the team wouldn't you be suspicious? Nice looking prototype though. If it needs a home I could offer it one . . .

Bye!!

NEIL BACHE,
STOURBRIDGE,
WEST MIDLANDS.

YOB: Well . . .

AN APRIL FOOL

I think C+VG is a great magazine, but it annoyed me to see that the play by mail pages have been reduced to one page a month. Me and some friends of mine like to read the play by mail and the AGM pages a lot, so you understand that we were a bit disappointed. Please get it back to two pages, which the PBM deserves.

Finally, I have read about the 'brainstick'. I'd like some more information about that incredible new form of game-controlling. I am a great fan of science fiction too, and have seen the film Firefox, and I liked the idea of steering things with thoughts. You understand that I really want to know more about this.

All I can say now is to keep up the good work and please answer soon.

JOHAN DE JONG

YOB: Hah! Fooled you — and you fell for it like the horrid PBM player you are! However, you can take some consolation in the fact that you aren't the only gullible person around — Grandslam and Microprose phoned in to contact Joseph King who supposedly designed the Brainstick, and were duly told that they'd just fallen for an April fool. Hah!

MORE JOKES FOR GAZ

Dear Yob,

Garry Williams is so fat that the life guard had to call him off the beach to let the tide in!!

Garry Williams is so fat that he gets his clothes from Rent-a-Tent.

What do you get if you cross Garry Williams with Andrew Lloyd Webber: FATS.

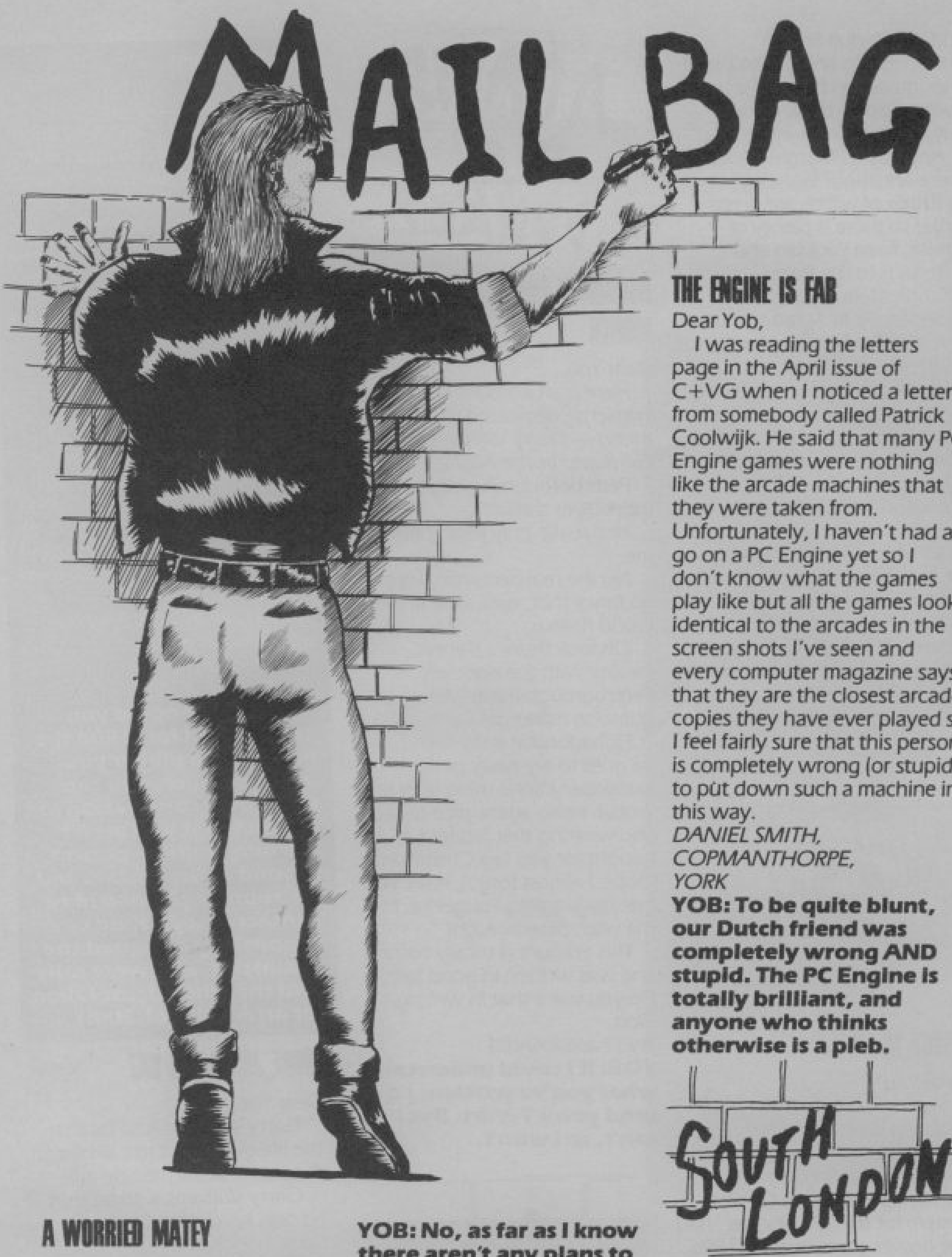
What do you get if you cross Garry Williams with Adam West and Burt Ward: FatMan and Robin!

What do you get if you cross Lora Clark with Garry Williams: Beauty and the Obese.

What do you get if you cross Garry Williams with Steven Guttenberg, Tom Selleck, and Ted Donson: 3 men and a flabby!

BEN GOLDSMITH,
FRODSHAM, CHESHIRE

YOB: They're all pretty crap jokes, really. But I thought I'd print them anyway, just to annoy C+VG's wobbling pleb of an Ad Manager.



THE ENGINE IS FAB

Dear Yob,

I was reading the letters page in the April issue of C+VG when I noticed a letter from somebody called Patrick Coolwijk. He said that many PC Engine games were nothing like the arcade machines that they were taken from. Unfortunately, I haven't had a go on a PC Engine yet so I don't know what the games play like but all the games look identical to the arcades in the screen shots I've seen and every computer magazine says that they are the closest arcade copies they have ever played so I feel fairly sure that this person is completely wrong (or stupid) to put down such a machine in this way.

DANIEL SMITH,
COPMANTHORPE,
YORK

YOB: To be quite blunt, our Dutch friend was completely wrong AND stupid. The PC Engine is totally brilliant, and anyone who thinks otherwise is a pleb.

POINTLESS LETTER OF THE MONTH

I'm one of those people that owns an Amiga. I sincerely hope this doesn't make me an 'AMIGA FREAK', as some of your less intellectually endowed readers would put it. To my mind, a freak is a person or animal or plant that is abnormal or deformed, you know, the sort of thing you put in a cage and prod with pointy sticks. As you seem to be grading readers on their English (great idea by the way) I thought it was only fair to point out to these readers what they are actually admitting to.

R LEADBETTER
WITHAM, ESSEX.

YOB: Judging by your handwriting, I'd say that you ARE an Amiga freak. So there. As for the rest of your letter, I can't make head nor tail of it. Perhaps you should be put in a cage and prodded with pointy sticks.



A WORRIED MATEY

Dear Yob,

Me and I bet plenty of others are thinking is there going to be a 16-bit PC ENGINE. What's the point of going out and buying a PC ENGINE and then the 16-bit one come out.

I am after a PC ENGINE but I don't want to be like the Sega owners thinking that their 8 bit Sega is not the best. Could you please send me details on the PC ENGINE or put it in your magazine . . .

Could you also tell me if I bought a PC ENGINE and I had a HI-FI system with a compact disc player built in could I load my game into the hi-fi or do you have to buy the PC ENGINE'S CD Player?

CRAIG HOBSON,
HOUGHTON-LE-SPRING,
COUNTY DURHAM

YOB: No, as far as I know there aren't any plans to release a 16-bit Engine. What's the point — at the moment the Engine holds its own when compared with all current games machines, whether 8 or 16-bit. As for connecting a PC Engine and a CD-ROM unit — don't be a dummy all your life. Of course you can't.

I'M NO FOOL II

Dear Yob,

Although it's only the 3rd week in March I was able to purchase April's edition of C+VG. The first thing to grab my attention was the brain stick, WOW, I thought THIS IS MEGA! Could this be possible, thought-controlled games. It had to come one day but I did not think so soon. If it had not been April I would have written immediately for more info. But realized now this is a wind-up on a mega scale. Great idea though. This could be possible one day. My idea is a pair of glasses that relex light from your eye tracking your pupil so it can control the cursor on screen. Imagine a game where you could shoot things or steer things just by looking at them.

JOHN BEASOR,
WITHYWOOD, BRISTOL.

YOB: Yes indeed — it was a wind up . . . but we still managed to fool a couple of software companies and more than a few readers.

EVEN MORE GAZ JOKES

Here are some Garry jokes for you, Yob.

He's so fat that he wears a watch on each hand, and each one's in a different time zone.

He's so fat that he has to grease the sides of the bathtub.

He's so fat that when he lies on the beach, some one ends up calling Greenpeace.

He's so fat that when he sits around the house he sits AROUND the house.

SOMEONE FOREIGN
BONN

YOB: I have always said that Germans have no sense of humour, and I'm right, if these jokes are anything to go by. Still, if any more of you have jokes for Garry, send 'em in to me.



▲ Start of level two. Says it all really.



▲ Now the blasting begins — watch out for that phallic object d'art.



▲ Nip into the local shop and stock up with some serious weaponry.



▲ Now you can use that stuff to get rid of the end-of-level fatty.

After two disappointing Christmas releases, *Last Duel* and *LED Storm*, US Gold's Capcom conversion label has returned with a vengeance with home versions of the stunning one or two-player coin-op, *Forgotten Worlds*.

The plot is fairly superficial; merely an excuse for one or two hardened jet-packers to fly a suicide mission deep into horizontally scrolling enemy territory. Complete death and destruction is the order of the day — fill anything that moves full of photon bolts, blast anything that isn't moving, terminate all life forms with extreme prejudice and take absolutely no prisoners.

The jet-packers start the mission with fairly standard plasma guns. When aliens are



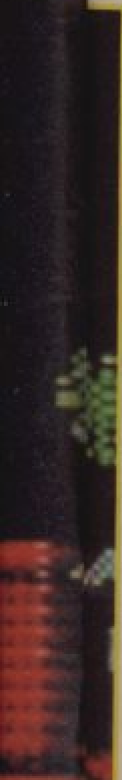
▲ Aaagh! Cruise missile — toting lizards.

FORGO
WORL



▲ Forgotten Worlds Spectrum-style.





OTTEN
DS

blasted, some of them drop blue orbs, which are collected to boost the player's cash total.

Dotted around the landscape are shops, where extra weapons are purchased. There are plenty of groovy add-ons available — mini satellites which follow behind the warriors and emulate their fire, napalm bombs, two-way fire, speed-ups and homing missiles amongst other things. Naturally, the better things are, the more they cost — so spend wisely.

The extra weapons are a necessity if you are to survive the alien defence system. Hordes of flying lizards whizz about, aircraft let rip with bullets and ground installations attempt to pump you full of laser fire. Each hit sustained knocks a chunk off your energy bar — and should it fall to zero, the mission ends.

At the end of each of the game's six levels resides a large and grisly guardian which is destroyed to progress to the next level. On level one it's a bio-machine which sits out laser bolts; level two sees an enormous dragon attempt to roast the intrepid duo, or grab them with his deadly claws.

The going is certainly tough, with fast and furious action and a myriad of creatures, gun emplacements and pieces of machinery to blast into the middle of next week.

On the Amiga, the graphics are wonderful, with beautifully-drawn parallax scrolling backdrops and excellent alien sprites. It's an absolutely stunning conversion — the best I've seen from US Gold — and is easily THE BEST Amiga shoot 'em up to date.

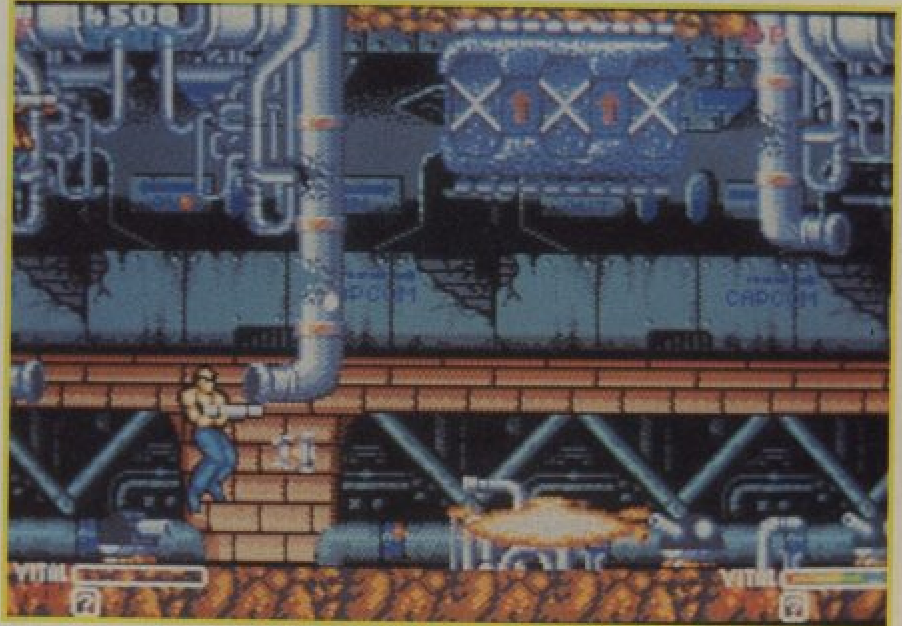
Spectrum and Amstrad versions are of similar high quality. The graphics are colourful and smooth, and there's plenty of action to keep blast 'em up fanatics on their toes — the brilliant two-player mode is the icing on the cake. *Forgotten Worlds* won't be forgotten in a hurry!

JULIAN RIGNALL

▼ A shop.



▼ Napalm bombs are brill.



C+VG HIT!

▼ End of level one fun.



AMIGA £19.99

GRAPHICS	93%
SOUND	89%
VALUE	85%
PLAYABILITY	94%

A rip-roaring conversion that offers fabulous graphics, excellent sound, fast, action-packed gameplay and a brilliant two-player option. Don't miss it.

OVERALL 92%

SPECTRUM £9.99

Smooth scrolling and fast and furious action conspire to make a brilliant shoot 'em up.

OVERALL 87%

AMSTRAD £9.99

More colourful than the Spectrum version, and just as playable. Greatstuff!

OVERALL 88%

C64 £9.99

The Commodore version is looking good, and should prove a hit with the blasting fraternity.

OVERALL 90%

ST £19.99

The graphics and scrolling may not be as good as the Amiga, but we're promised just as much action.

OVERALL 87%

GO PC ENGINE CRAZY

▼ *Skips are not included.*



Now listen, our phones have been ringing their little socks off ever since we started telling you about the PC Engine and CD-ROM. "My local Dixons knows nothing about it!" you cry. "Oh really, that's a surprise," we yawn.

Anyway the fact is it's almost impossible to buy this gear. A couple of *C&VG* advertisers sometimes have them but that's about it. So.

YOU'LL JUST HAVE TO WIN ONE!

That's right. Sitting in the C&VG Offices at this very moment is:

★ One Brand Spanking New PC Engine
★ A gleaming glistening CD-ROM player
★ Two utterly fab games to play on them.

SOMEONE OUT THERE IS GOING TO WIN THE LOT! IT COULD BE YOU!

THE COMPETITION

The whole kit and caboodle is thanks to the mighty US Gold who (knowing a good thing when they see it) has released *Forgotten Worlds* (reviewed this ish). "How can we make *C&VG* readers very very happpy indeed" they asked. "Give 'em a PC Engine and CD-ROM" we said. "OK" they said. ("Gasp" we said.) "But make them work for it" they said. "Sure" we giggled.

WHAT YOU HAVE TO DO

If you want the goodies. Answer the following questions:

1. WHO DID THE ORIGINAL COIN-OP VERSION OF FORGOTTEN WORLDS?

2. HOW MANY OTHER GAMES HAS US GOLD DONE BASED ON COIN-OPS FROM THE SAME COMPANY?

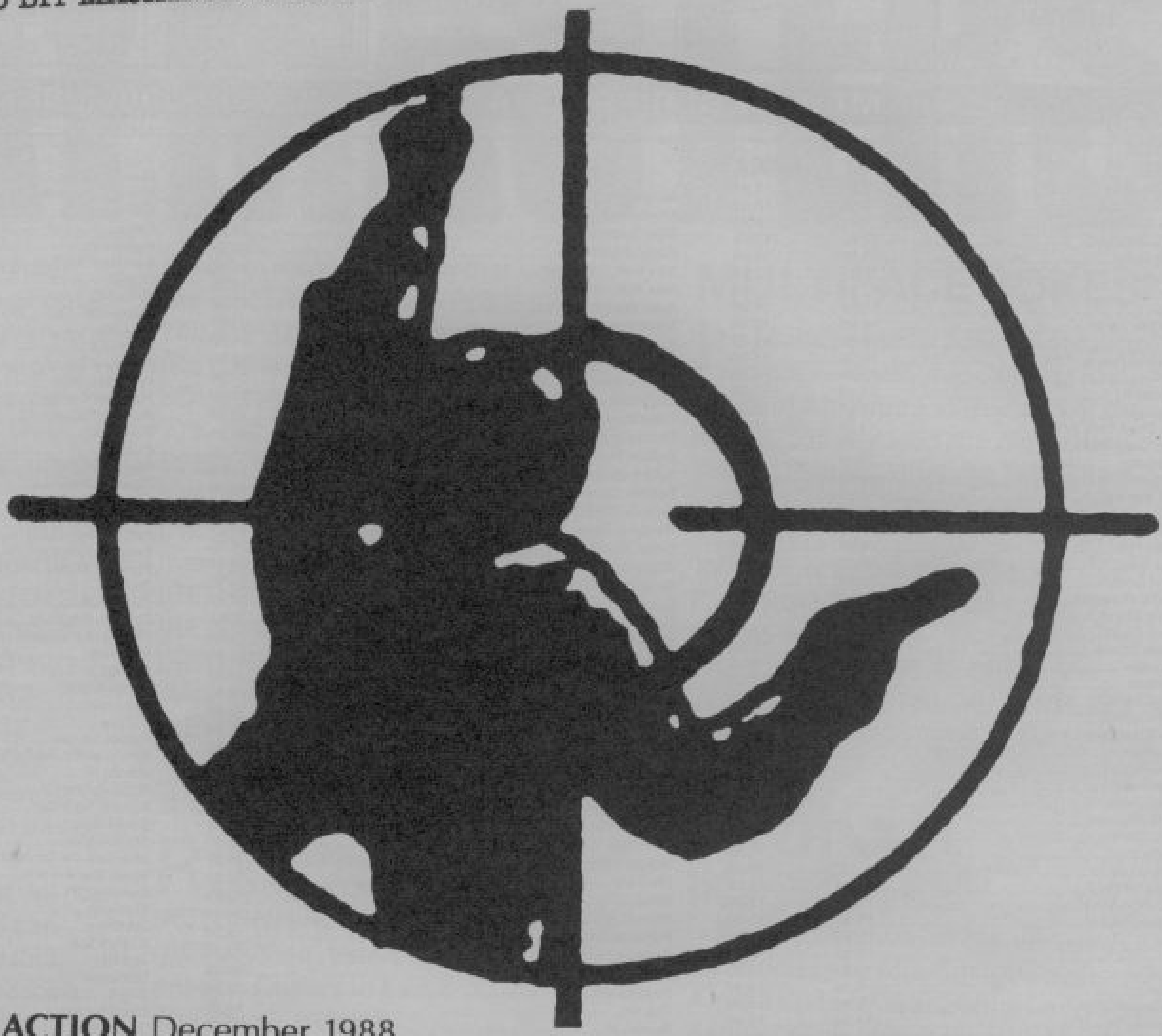
3. WHAT WERE THEY?

Sounds difficult? It sure is. But if you've got enough back issues of *C&VG* it ought to be possible to figure it out. Good luck. Send your entry to *'Christ, that competition was really hard but at least I'll be one of only a few entries' compo. C&VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.* Closing date for the competition is July 1st.

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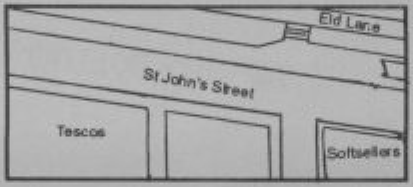
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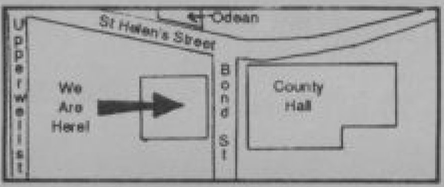
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PLAYMASTERS

Lumme! Playmasters has grown in size due to popular demand (thanks to everyone who's written in), and over the next few months is set to get even bigger! Strike a light!! This month there's a brilliant **Zak McKraken and the Alien Mindbenders** map and complete solution and a **Golvellius** map for Sega owners, along with a vertable sackful of **POKES** hints and tips. If you have any tips, maps or cheats, send them to: **PLAYMASTERS, C&VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.** There's a huge bundle of software on offer for the best tips of the month — M Bareham of Basildon, Essex (write in and tell me which machine you own so I can send you the software) wins this month and will get several parcels full of fab games. Jealous? Well, write in and perhaps you'll be lucky next month.

GENERAL

GHOSTBUSTERS

Enter **ANDY 777** or **ANDY 999** to start the game with loads of spondoolicks. Whether it's actually worth the effort of playing though . . .

C64

ARMALYTE

Those zany Donut peeps have been hacking again — the Breaker of that Cracking Crew with the hole in the middle has come up with unlimited lives for this epic C64 game — although it's for disk owners only. First load the disk, and when asked to turn it over, do that, reset the machine and enter **POKE 272, 198 (RETURN), POKE 273, 1 (RETURN), POKE 274, 76 (RETURN), POKE 275, 0 (RETURN)** and **POKE 276, 160 (RETURN).** Now type **POKE 59891, 173 (RETURN), POKE 63361, 173 (RETURN)** and **POKE 44752, 173 (RETURN)** for one-player infinite lives, and **POKE 59991, 173 (RETURN), POKE 633382, 173 (RETURN)** and **POKE 44771, 173 (RETURN)** for two-player unlimited lives. Now restart with **SYS 272 (RETURN).**

TO HELL AND BACK

Reset this jolly little CRL game and type **POKE 32483, 173 (RETURN)** and enter **SYS 30464 (RETURN)** to restart with unlimited energy. Cheers to Karl Bray of Tullamoré, Ireland.

MASTERBLASTER

Now here's a crappy game. If you want to see the end without the rigmarole of playing all the way through it, just reset the machine and type **SYS 5200 (RETURN).** And lo! Up will pop the finishing screen. Warren Pilkington found out that neat little bit of information.

THUNDERBLADE

Want unlimited choppers (fnarr, fnarr)? Just load the game, reset the machine and enter the following **POKEs** from Steven, Benny and Paul of London. **POKE 8500, 44; POKE 13135, 44; POKE 13622, 44; SYS 4096 (RETURN).**

NETHERWORLD

On the C64 version, press 2, 4 and E at the same time to finish a level. (You can also pull the plug out for a similar effect).

MULTIFACE POKES

It's Multiface time again, Specturm people — kindly supplied by Malc Grant of Aberdeen in the land of the haggis. Simply load the game, bop the red button, enter the **POKE** and start the game again.

TYPHOON **39143 0; 39303, 0**
CYBERNOID II **25427, (0, 1, 2 or 3)**
VIRUS **44945, 0**
LAST NINJA II **36578, 198**
JOE BLADE II **58108, 20; 58109, 225**

AMIGA

IK

Jarkko Mattinen of Mandal, Norway has found out a neat Amiga tip for this superlative combat game. Let an opponent strike you down, and press space followed by the joystick button. Now, none of the other fighters will be able to touch you, but you'll be able to beat the bejabbers out of them. Repeat this on every level and you'll have no problems getting a black belt.

SWORD OF SODAN

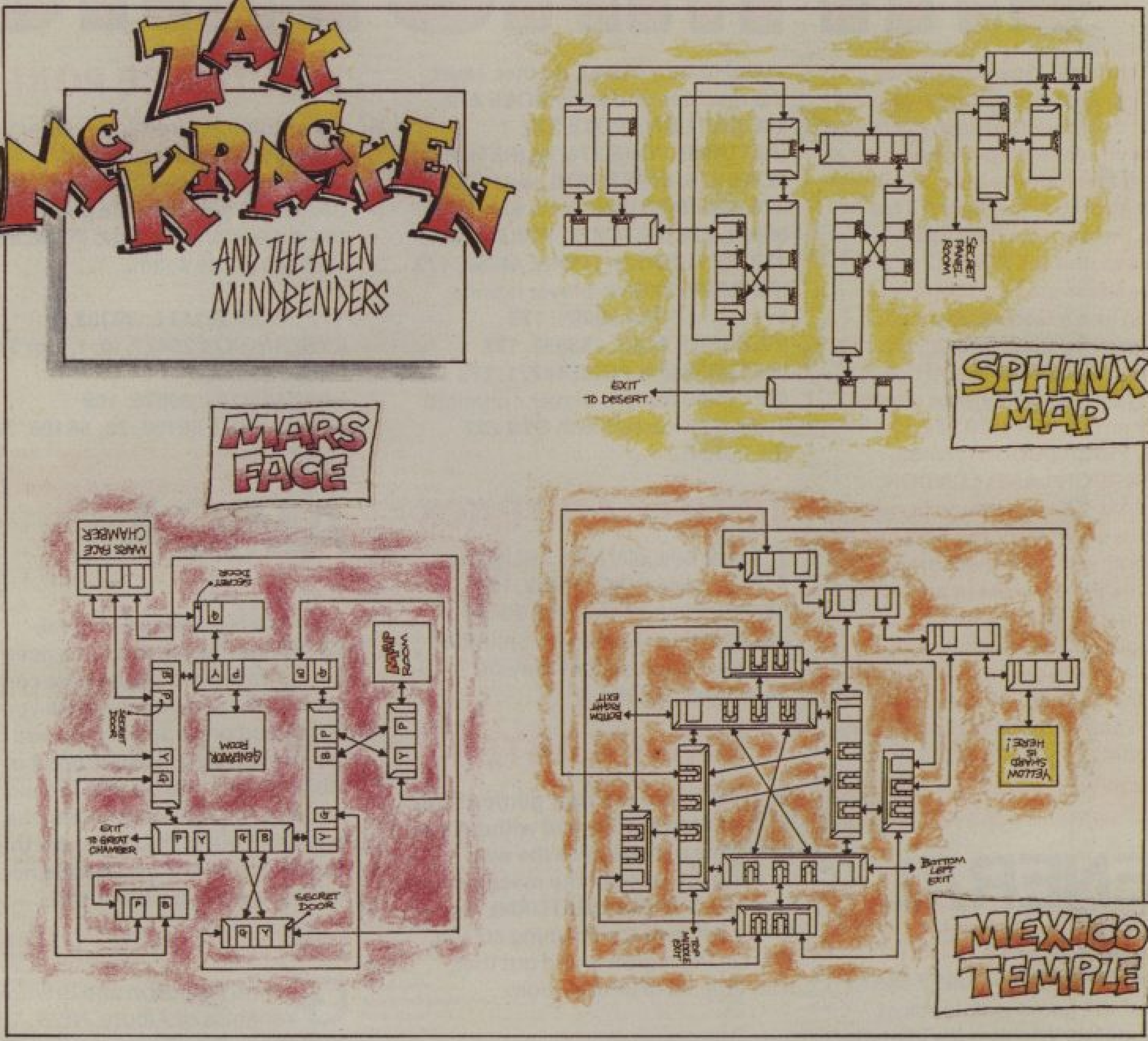
Graeme Ferguson and Brenton Venables of Albury, NSW, Australia, have discovered that if you type RAD into the highscore table and play another game, you'll have unlimited lives. Wheee.

AMSTRAD

BUBBLE BOBBLE

Amstrad owners can access levels 79 onwards by entering the following password **ZZZ133VZZZZZZZ4ZZZ1Z4V44ZZ1Y24V32.** Enda Sullivan of Dublin found that out (Yeah but how?)

ZAK MC(K



ZAK McKRACKEN AND THE ALIEN MIND BENDERS 100% SOLVE.
Pick up fish bowl, open dresser drawer pick up phone bill. Go to desk open the desk drawer, pick up the KAZOO. Close the desk drawer. Use the fish bowl with the lamp. Pick up torn wallpaper, (on left wall next to desk). Use wallpaper on plastic card under desk. Open door, go into next room.

Pick up seat cushion next to TV. Pick up other seat cushion. Pick up remote control under it. Use power cord (next to TV), in power outlet use remote control. Use control to turn it off again. Pick up butter knife, open cabinet, pick up box of crayons. Use yellow crayon on torn wallpaper. Walk to fridge, open it, pick up the egg. Close fridge. Walk back into livingroom out front door.

Walk to bakery and push doorbell 3 times. Baker will throw a stale loaf at you. Pick it up. Walk right to 14th avenue. Open door to Lou's Loan Shop and go in. Walk to sell window and sell bent butter knife. Now buy wetsuit, toolkit, golf club, hat, noseglasses and guitar. Leave shop. Walk to hair salon and open toolkit. Use wirecutters on bobbypin sign. Walk back to 13th avenue. Put on noseglasses and hat. Open phone company door and go in. Give phone bill to representative. Go out door.

Walk up stairs of your house. Use stale bread in sink, turn on switch, then turn switch off again. Use money wrench on pipe under sink. Pick up bread crumbs. Go out front door. Walk to bus. Use Kazoo. When bus door open, use cashcard in cashcard reader.

Give cashcard to devotee. Get on plane. You will now be flying to destination. Walk to toilet, open door and go in. Pick up toilet paper and use it in sink. Push call button and walk out. Walk to microwave and turn it on. Walk to first seat and pick up cushion. Lighter drops on floor. Pick this up as well. Search all bins above seats till you find oxygen tank. Pick it up and wait for plane to land.

KRACKEN

Walk to automatic doors. Pick up tree branch. Give peanuts to two-headed squirrel in hole. Use tree branch on loose dirt. Walk to cave entrance. Click on 'What is' command and move cursor around screen until you find abandoned bird nest. Walk to it. Use golf club on bird nest to pick it up. Use 'What is' command again to find fire pit. Use nest with fire pit, use tree branch with fire pit. Use lighter on pit. Walk to strange markings. Use yellow crayon on markings. A door will open. Go through. Use remote control, pick up blue crystal. Go straight back to airport. Use reservations terminal. Buy a ticket to San Francisco, go to plane. Go to door with drop slot in it. Use blue crystal in drop slot and wait. When door opens listen to what Annie has to say.

You can use a command called 'switch', which allows you to change to person you are controlling to another. There are four people altogether: Zak, Annie, Melissa and Leslie. Go out door and walk back to 13th avenue. Walk to bus. Switch to Annie, pick up blotter, and plastic card from under blotter. Walk out door. Go to bus. Switch to Zak and use KAZOO. Use cashcard in card reader when door opens. Switch to Annie, and use cashcard in card reader.

Still on Annie, use reservations terminal and buy ticket to London. Go to plane. Walk through automatic doors.

Switch to Zak. Use reservations terminal, buy ticket to Miami. Walk to plane. Give book to bum and he will give you bottle of whiskey and book back. Use reservations terminal and buy ticket to Cairo. Walk to plane. Use reservations terminal and buy ticket to Katmandu. Walk to plane.

Walk outside. Walk to guard and give him book. He will now open door for you. Go through door and walk to Guru, listen to what he has to say. Walk back outside. Walk to right to bale of hay. Use lighter on hay. Walk to left to jail. Pick up flag pole. Walk back to Yak and use cashcard on license plate.

Use reservations terminal and buy a ticket to Kinshasa. Walk to plane. Walk outside. Walk through jungle until you come out of it (any direction will do). Walk to Shamen's hut and go in. Give Shamen gold club and two other natives will dance around fire. When they stop they will bob up and down. Make a note of order in which they bob up and down, you will need it later. Go back to jungle and then to airport.

Use reservations terminal, buy ticket to Cairo. Walk to plane. Use reservations terminal buy a ticket to San Fransico, walk to plane. Use reservations terminal and buy ticket to Lima. Walk to plane. Walk outside.

Walk through jungle like before, until you get out of it. Use bread crumbs on bird feeder. Use blue crystal on bird. You can now control movements of bird. Fly to right to huge carving, fly to left eye. Pick up scroll, fly back out and make way back to Zak. Give scroll to Zak. Then click on 'To Zak' command to change back into Zak. Walk to jungle as quickly as possible. Make way back through to airport. Use reservations terminal and buy ticket to mexico. Walk to plane. Walk through automatic doors. Walk through jungle again until you come to clearing which has three temple entrances: bottom left, top and bottom right. Enter any one of the entrances and use map enclosed called '"Mexico Temple" to find your way around. You will have to use the "what is" command to find torches to light, so you can see where you are going. Find room on map called "Crystal Shard", and make your way to it. When room is found switch to Leslie.

You will now be taken to Mrs, where Melissa and Leslie are waiting for your commands. Open space ship door and get in. Open glove comparment and pick up fuse and cashcards. Use oxygen valve. Pick up digital audio tape (D.A.T.) go back outside. Give Melissa her cashcard.

Switch to Melissa. Get inside the ship and close door. Use oxygen valve. Take off helmet and switch to Leslie.

Walk left to Monolith, use cashcard on slot. Wait for token to drop. Walk right, back to building and enter door. Use token on metal plate. Pick up burnt fuse. Use fuse in fusebox. Close fusebox. Close Mars door. Open hostel door. Go inside hostel. Pick up vinyl tape from right-hand locker. Open it. Pick up flashlight. Walk to bunk and pull the covers. When she calms down a bit, pick up broom alien. Walk to right. Pick up ladder. Walk back out through door. Open Mars door, go outside. Use broom alien on sand outside hostel. Walk to right to huge face.

Use ladder on door. Now push buttons in same combination as you saw in village, in Kinshasa. You should have written them down. Door will now open. Pick up ladder and walk to great chamber. Walk to right until you get to second huge statue, and read strange markings. Make diagram of these markings, call them No 1. Switch back to Zak, and use yellow crayon on strange markings on statue. Now draw diagram you just drew (No 1). When done click on "finished drawing" now pick up shard. Go out door. Find way back out of temple using map enclosed called "Mexico temple" make you way back through the jungle and on to airport.

Use reservations terminal, buy ticket to London, Walk to plane. Walk through automatic doors. Now give Annie Scroll, Flagpole, Whiskey, Wire cutters and both shards of crystal. Switch to Annie.

Give Whiskey to Sentry. Turn off switch. Use wire cutters on fence. Walk to Stonehenge. Use both bits of crystal shard on altar stone. Use flagpole on altar stone. Now read scroll. Use flagpole on altar stone. Now read scroll. Crystal shards will now be fused together to form a yellow crystal. Pick up crystal and walk to Guard House. Give yellow crystal to Zak. Switch to Zak.

Walk to airport. Use reservations terminal and buy ticket to Miami. Walk to plane. Use reservation terminal and buy a ticket to Burmuda triangle. Walk to plane. Wait around in plane for a while. The pilot has given you a parachute. Wait some more. You are now inside an alien space ship. Note the colours the pilot presses on wall. You will need them to get off ship later. Press button on door. An alien will now come and take you to King. Alien will show you way out. Make sure you don't cross line on floor or you will transported back home, and you don't want to do that yet. Walk back into King's room and read Lott-o-Dictor, note this number. Walk back to coloured button. Press them in order that you wrote down, walk to left of line on floor and wait.

You will now be falling very fast. Use parachute. When you land in water, use KAZOO. A Dolphin will now appear. Use blue crystal on dolphin. You now have control over Dolphin. Swim underwater. Now swim to right to largest piece of seaweed covering a lump of fallen stone. Pick up seaweed. You should now see a glowing device, pick this up and return to surface. Give glowing device to Zak again. Wait around until alien comes alone and takes you away to their secret room. He will put you into mindbending machine. You will now have lost your mind, but don't worry, it will come back. When you are set free you will be standing outside phone company shop.

Walk to left, up stairs to your house and walk into bedroom. Use money wrench on loose boards. Use rope on hole. Walk to rope. You are now in the Alien secret room. Walk to left to cabinet and open it. You have got back all that the Aliens took from you. Walk back up rope, to bedroom and walk out the house.

Make your way to Lou's Loan Shop. Open door and go in. Buy Lotto ticket and enter. Number you wrote down from the Alien Space ship. Now walk back outside and switch to Leslie.

Walk to first massive door on left. Use ladder on pedestal. Pick up crystal shpere. This will open massive door. Pick up ladder and walk through door. Turn on flashlight. Use map enclosed called "Mars Face" and make way to generator room. When there, turn on both switches until both gauges are pointing to green bit. Then take off helmet. Now use map again to find way to map room. When you get there, read the strange markings on wall, and make a diagram of them and camm them No 2.

Switch to Zak. Open door (Lou's Loans) and go in. You now should have won the Lotto. If it hasn't been picked just wait outside for a while, then go back in. If it has been picked then you have won $10,000, which you will need for spending. Go back outside shop and make way to bus. Use KAZOO. Use cashcard in card reader when the door opens. Use reservations terminal, buy ticket to Miami. Walk to Plane. Use reservations terminal and buy ticket to Cairo. Walk to plane. Walk outside and walk to right until you come to Sphinx, look at legs to see which has strang markings on it. When you find markings, use yellow crayon on markings. Now draw diagram No 2. This will open secret door. Go through door. Use Map enclosed called "Sphinx Map", to find room with secret panel in it. Make your way to this room, when you get there, swtich to Annie.

Walk to Airport. Use reservations terminal and buy ticket to Cairo. Walk to plane. Walk outside walk to leg on sphinx with secret door in it, enter door. Use "Sphinx Map" again to find room with secret panel in it, and walk to it. When you are there, read hieroglyphics and push buttons on wall in the order they say. Switch to Zak.

Use crayon on wallpaper map. Read strange markings on wall, and make a diagram of them call them No 3. Use "Sphinx Map" again to find way back out of sphinx. Walk to airport. Use reservations terminal and buy ticket to Kinshasa. Walk to plane.

Walk through jungle as before, until you get back to village. Walk to Shaman's hut and go in. Give yellow crystal to Shaman. He will now show you how to use it. You will now end up outside Shaman's hut.

Use yellow crystal. You will now see wallpaper map. Click on location of Egypt which is on middle right of map. You will now be teleported there. You are now in secret room at top of pyramid. Walk to left and pull the lever on side of wall.

Switch to Annie. Use map "Sphinx Map" to find way out of Sphinx. Walk out of exit and walk left to Pyramid. Go through pyramid door. It is very dark in here, so use the "what is" command to find door. Now go in, walk as far left as you can and use the "What is" command again to find stairs, and go up them. You are now in room with Zak. Pull lever on side of wall. Switch to Zak.

Walk to centre of room and use glowing object on base. Walk away from machine and use yellow crystal. Click on Lima location, which is on middle bottom of old map. You will now be teleported to other eye in huge carving. Pick up candelabra. Use yellow crystal, and click on Egypt location. Walk to machine and use candelabra on glowing object. Put on wetsuit and oxygen tank, use duct tape on fish bowl. Put on taped fish bowl, you are now wearing you space suit. Walk away from machine and use yellow crystal again, clock on Mars face chamber.

You are now in Mars face chamber. Find this on map enclosed called "Mars Face Map" Use yellow crayon on strange markings, and draw diagram you made called No. 3. The three doors at back of room will now open. Use map "Mars Face", and find way out to exit. You will have to use lighter to find where you are going, because doors are coloured. When you find way out of maze and into great chamber, walk to exit and walk left to landing site. Switch to Melissa.

Put on helmet, pick up boombox, and open door. Go outside. Switch to Zak, enter space ship. Close door, take off taped fish bowl and oxygen tank and use oxygen valve. Switch to Melissa. Walk right to huge face. Enter great chamber and walk to first massive door (it should be open). Now walk to pedestal. Switch to Leslie. Make way out of map room, using map enclosed called "Mars Face", and find way to exit of maze. Give D.A.T. and vinyl tape to Melissa. Use ladder on pedestal. Switch to Melissa, use vinyl tape on D.A.T use D.A.T. on boombox. Turn on boombox. Turn on boombox. Click on "Record". Switch to Melissa. Now walk to second massive door. Turn on boombox, click on "play" and door will now open. Enter door- Use the "What is" command to find door, (walk to right a bit before doing this). Go through door and pick up Ankh. Walk back out of room and into great chamber. Walk to third massive door. Turn on boombox, click on "Play", door will now open, go through door. Use the "What is" command again to find door as before. Go through door, use ankh on panel. The forcefield will now disappear. Push button on machine, uou will now get a message. Listen to him. Pick up golden key and walk back to great chamber walk left, out to exit. Walk back to landing site. Keeping walking left until you get to the monolith, use cashcard on slot, you will get token, switch to Leslie and take her to Monolith too. Use token on tram, wait for her to get it in, then switch to Melissa. Use token on tram, wait for her to get in it, then switch to Melissa. Use token on tram, and wait. You are now outside Pyramid. Walk both Melissa and Leslie to Pryamid entrance. Get Leslie to use broom Alien on pile of sand. Switch to Zak.

Put on onygen tank and taped fish bowl, open door and go outside. Walk left to Monolith. Use cashcard at pyramid, walk to entrance use bobbypin sign in keyhole, enter door. Use the "What is" command again to find door and go through it. Walk to left as far as you can. Switch to Leslie. Enter door. Use flashlight to find door and enter it. Walk to Sarcophacus feet and push them. Switch to Zak, and walk to stairs, which should be directly in front of where he is standing. Switch to Melissa and walk to stairs too. Switch to Leslie and walk away from feet. Switch to Melissa and walk to box on wall, use golden key on box. Push button. Switch to Zak, quickly get white crystal and use yellow crystal. Click on Egypt location on map. Take off taped fish bowl and oxygen tank. Walk to machine. Use yellow crystal on candelabra, use white crystal on candelabra. Walk to switch on Right of machine, turn on switch. Switch to Annie. Turn on switch.

SEGA

GOLVELLIUS

Enter the following password to become one well-hard warrior, kindly supplied by Mark Carter of Kinver in the West Midlands.

SLAW MKRK MAFB QPZU HKBC EEL7 LJT7 DSCH

Apparently, Golvellius is found in the Cranky Forest (level 6) in a rock on the right of a dead tree guarded by flying demons.

SPACE HARRIER

Caren Halligher of Roehampton has a wild 'n' whacky tip for Sega owners. Before the game starts, call up the sound test as explained in the manual. Now select the following tunes and FX-**7, 4, 3, 7, 4, 8** and **1**. Another screen pops up, allowing you to change various game parameters. When you finish a game, press up, up, down, down, left, right, left, right, down, up, down and you can continue. This feature works up to nine times.

R—TYPE

Betcher didn't know that you can make the ship invincible. You did? Well, shove off smartass, I'll tell everyone else. Before switching on the Sega, put both joycards in and hold control pad one diagonally down and right, and hold control pad two up and left AND hold down button 1. Keep holding them all down and switch on the Sega (it helps if you have a friend around — otherwise you have to headbutt the machine) and keep everything pressed until the R-TYPE logo comes on screen. Now start a game and you'll be totally hard, Cheers to Bernard Zarnegin of Basel, Switzerland for sending in that spondicious tip. Oh yeah, while I'm on the subject of R-Type, there's a hidden level. Yes indeed. At the end of level four you reach a screen packed from top to bottom with green dots. At the top of the screen about halfway through this mass is a gap in the landscape — fly up and go into it and your transported to a bonus level, which is fab.

RAMBO III

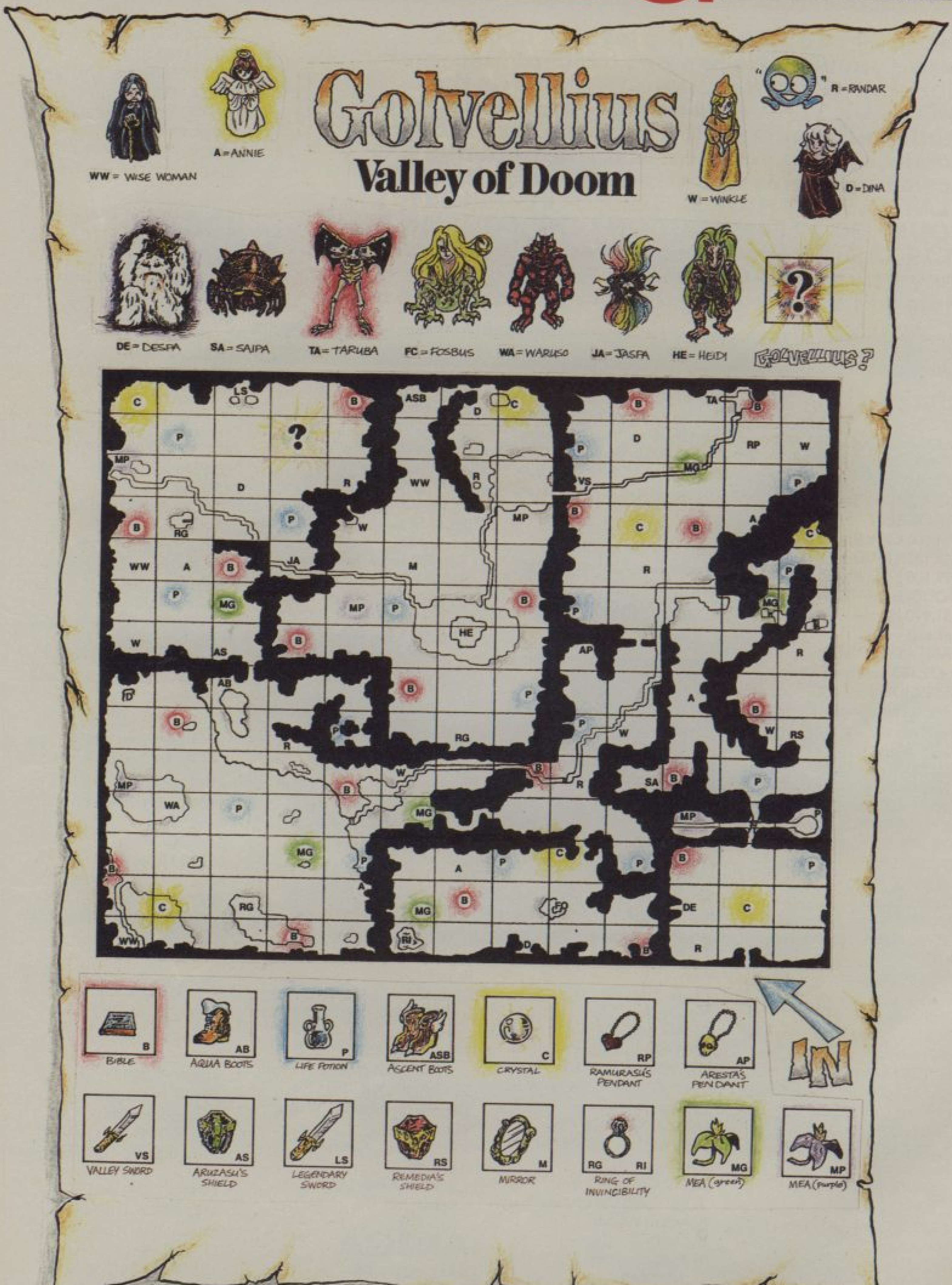
Another tip from Julian Smith, this time for Sega's nice 'n' grisly Operation Wolf rip-off. On level six, the only way to kill Sergeant Koloff is by shooting the cavern roof above him, causing it to collapse on his bonce.

FANTASY ZONE

Loads of you found this out — buy all the engine parts and the ship's weapons never run out. Ruddy useful, that one.

KENSEIDEN

Ace Sega player, Julian Smith of Doncaster, has discovered that if you climb the big Buddhaand push up, you'll enter a secret screen where you can replenish your energy.


Golvellius
Valley of Doom
WW = WISE WOMAN
A = ANNIE
W = WINKLE
R = RANDAR
D = DINA
DE = DESPA
SA = SAIPA
TA = TARUBA
FC = FOSBUS
WA = WARUSO
JA = JASPA
HE = HEIDI
GOLVELLIUS?
IN
B BIBLE
AB AQUA BOOTS
P LIFE POTION
ASB ASCENT BOOTS
C CRYSTAL
RP RAMURASU'S PENDANT
AP ARESTA'S PENDANT
VS VALLEY SWORD
AS ARUZASU'S SHIELD
LS LEGENDARY SWORD
RS REMEDIA'S SHIELD
M MIRROR
RG RI RING OF INVINCIBILITY
MG MEA (green)
MP MEA (purple)

HIGH SCORES

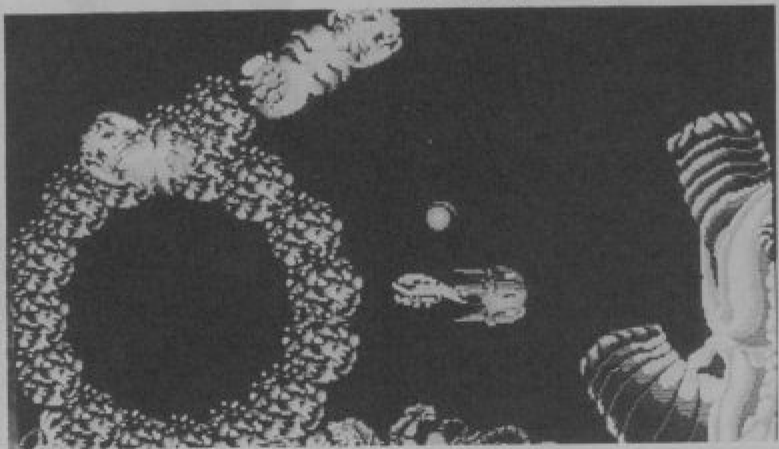
Okay, all you highscoring joystick demons, here's your chance to make a bid for fame and glory and get your name up in lights on the Official UK Video Games Highscore Table. If you think you're a champion on computer or console games, send in your scores on the back of a postcard or sealed down envelope to: THE PLAYMASTERS HIGHSCORES, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. If your scores are record breakers, they'll be included in the list — don't forget to state which machine your score was achieved on.

SEGA

ALEX KIDD (LOST STARS)
97,700 Jon Evans, Walsall.
BANK PANIC
802,850 Sherif Salama, Egypt.
BLACK BELT
624,100 Chris Rooney, London.
BOMBER RAID
799,100 Julian Rignall, c+VG.
DOUBLE DRAGON
431,990 Martyn Owen, Oadby, Leics.
FANTASY ZONE II
8,472,180 Jon Evans, Walsall.
KENSEIDEN
81,450 Phillip Jones, Burnham-on-Sea
HANG-ON
3,182,060 Paul Cayser, Widnes.
OUT RUN
41,995,420 Paul Cayser, Widnes.
POWER STRIKE
989,250 Anthony Hoult, Walsall.
QUARTET
1,938,000 Martyn Owens, Oadby, Leics.
RAMBO III
50,700 Neil Smith, Preston.
R-TYPE
755,600 Mostapha Al-Turk, Enfield.
SHINOBI
803,180 Michael Pearson, Cleveland.
SPACE HARRIER
25,520,160 Mark Short, Co. Durham.
THUNDERBLADE
2,588,000 Nicholas Joy, Market Harborough.
WONDERBOY (MONSTERLAND)
1,802,320 Darren Francis, London E6.
ZILLION II
191,000 Neil Smith, Preston.
CASTLEVANIA
999,999 Lee Watkins, Bristol.
KUNG-FU
326,320 Lee Watkins, Bristol.
GRADIUS
12,670,000 Julian Rignall, C+VG.
PRO-AM RACING
265,388 Mike Carless, Exeter, Devon.
SUPER MARIO BROS
9,999,999 David Hillhouse, Workington, Cumbs.
TOP GUN
151,000 Leigh Baigent, London.
SPACE HARRIER
175,114,500 Dave Rose, Boreham Wood.

ST

ALIEN SYNDROME
718,800 Kevin Langton, Chesterfield.
BACKLASH
1,450,800 James Boyd, London.
BLASTEROIDS
1,220,800 Julian Rignall, C+VG.
BUBBLE BOBBLE
5,880,760 Julian Rignall, C+VG.



PC ENGINE

ALIEN CRUSH
79,080,400 Onn Lee, Nottingham.
CHAN AND CHAN
608,100 Julian Rignall, C+VG.
DRUNKEN MASTER
974,700 Jasper Roberts, West Croydon.
DRAGON SPIRIT
515,720 Dave Rose, Boreham Wood.
LEGENDARY AXE
321,676,260 Dave Rose, Boreham Wood.
R-TYPE
973,300 Onn Lee, Nottingham.
SON SON II
208,300 Dave Rose, Boreham Wood
FLYING SHARK
3,072,600 Conrad Rodzaj, Bristol.
SIDE ARMS
2,050,800 Stu, Melton Mowbray, Leics.
SPACE HARRIER
3,397,460 Dan Martin, Walsall.
STARGLIDER II
188,400 Matt Martin, Walsall.
VIRUS
642,000 Zico, Aberdeen.
XENON
1,512,860 Kevin Langton, Chesterfield.

AMIGA

AFTERBURNER
5,911,240 Mark Short, Cleethorpes.
OPERATION WOLF
344,800 John Boyle, Walsall.
PACMANIA
1,000,710 Sherif Salama, Egypt.
SPACE HARRIER
1,334,570 Mark Short, Cleethorpes.
SWORD OF SODAN
254,000 Paul Glancey, C+VG.

C64

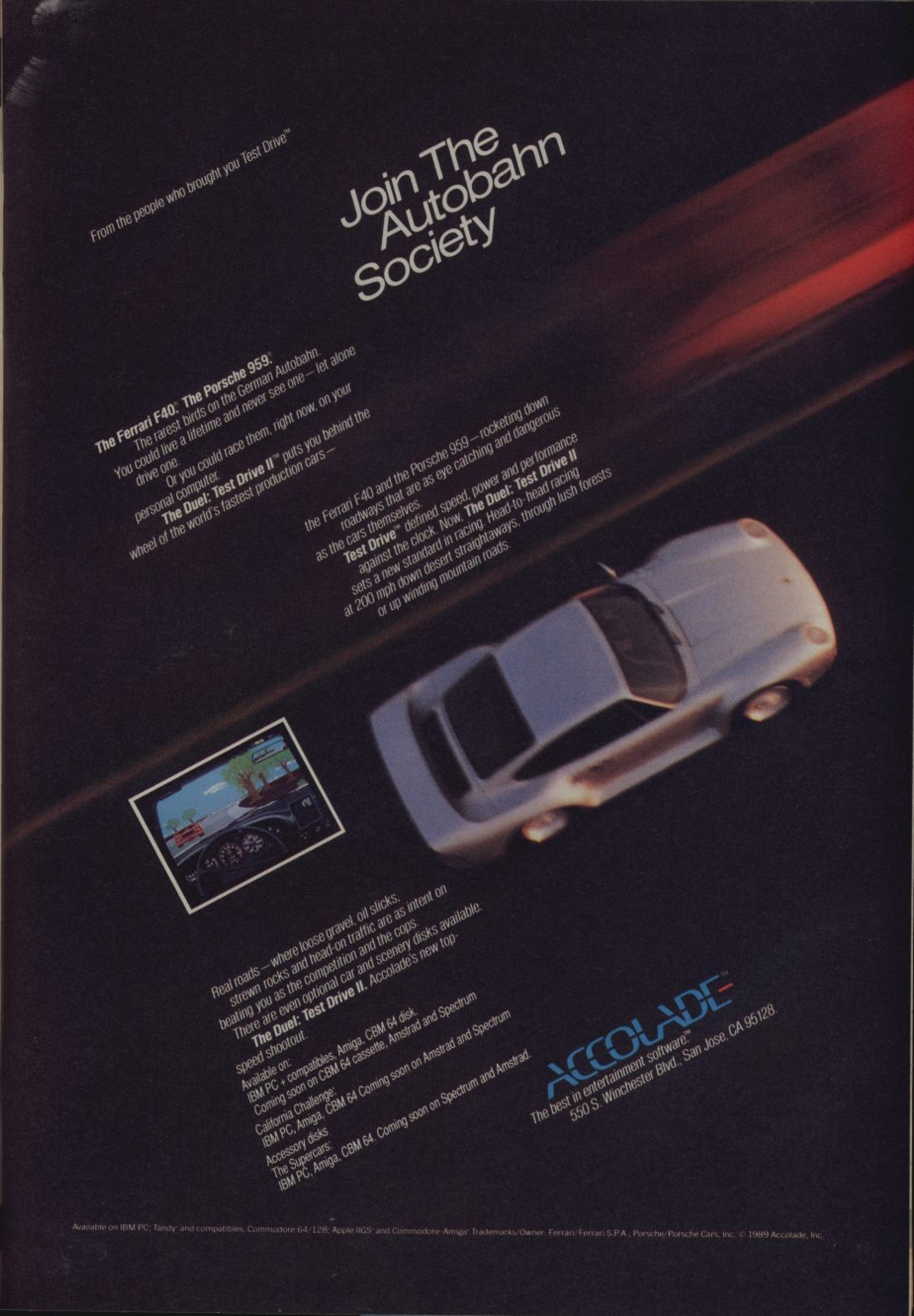
ARMALYTE
8,175,900 Graham Clader, Lanark.
BUBBLE BODDLE
3,540,330 Stig Sejersen, Herning, Denmark.
DALEY THOMPSON'S CHALLENGE
10,260 Tony Repo, Helsinki, Finland.
GREAT GIANNA SISTERS
80,989 Michael Gott, Stockport.
LAST NINJA II
340,130 Robert Eddings, Stevenage.
OPERATION WOLF
339,350 Jukka Piira, Helsinki, Finland.
PACMANIA
427,750 Stig Sejersen, Herning, Denmark.
SALAMANDER
235,645 David Pocock, South Croydon.

SPECTRUM

AFTERBURNER
59,555,000 John Bristow, Erith, Kent.
ROBOCOP
252,120 John Bristow, Erith, Kent.
THUNDERBLADE
1,944,000 John Bristow, Erith, Kent.

AMSTRAD

AFTERBURNER
16,308,240 Geoffrey Wren, Basingtoke.
BLASTEROIDS
64,657 Tim Goldsby, Cheltenham, Glos.
DARK SIDE
6,518,000 Stu, Melton Mowbray, Leics.
OPERATION WOLF
276,580 Tim Goldsby, Cheltenham, GLos.
OUT RUN
43,600,000 Stu, Melton Mowbray.
ROBOCOP


From the people who brought you Test Drive™
Join The Autobahn Society
The Ferrari F40®. The Porsche 959®.
The rarest birds on the German Autobahn.
You could live a lifetime and never see one—let alone drive one.
Or you could race them, right now, on your personal computer.
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the Ferrari F40 and the Porsche 959—rocketing down roadways that are as eye catching and dangerous as the cars themselves.
Test Drive™ defined speed, power and performance against the clock. Now, The Duel: Test Drive II sets a new standard in racing. Head-to-head racing at 200 mph down desert straightaways, through lush forests or up winding mountain roads.
Real roads—where loose gravel, oil slicks, strewn rocks and head-on traffic are as intent on beating you as the competition and the cops.
There are even optional car and scenery disks available.
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Coming soon on CBM 64 cassette, Amstrad and Spectrum
California Challenge:
IBM PC, Amiga, CBM 64 Coming soon on Amstrad and Spectrum
Accessory disks
The Supercars:
IBM PC, Amiga, CBM 64. Coming soon on Spectrum and Amstrad.
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STORMTROOPER

BY TITUS

I've seen a lot of games like *Stormtrooper*. In fact the first game I ever saw on the ST was by Psygnosis and looked exactly like this. In summary: smoothish sort of parallel scrolling, graphics nicely detailed though not especially big and very conventional gameplay. The temptation is to say so what? But I think there is a bit more to say in *Stormtrooper's* favour than that. OK, so the plot (lone warrier does battle with assorted robots and guards) and the setting (it's urban decay chic again) done to death, nevertheless this is a hard game. In terms of sheer challenge I've seen little to beat it all year.

You don't need a plot. Played *Cybernoid?* That's near enough. Your man runs, jumps, squats and fires. His way is beset with various soldiers from the human, and therefore easily dispatched to the mechanical and indestructible. With some (mostly the human ones) you just have to keep blasting (but don't run out of bullets) with others (the nasty little droids in particular) all you can do is jump over them.

Did I say jump? It sounds so easy. The fact is I almost gave up on this game half an hour in, total destruction in under a minute is more than any cyberwarrior can stand. The droids have to be jumped at exactly the right moment — we're talking *Manic Miner* exact here! This is an example of the fine tuning that has gone into the game. The fact is, it is almost impossible to jump the droids by waiting until you see them and responding — you'll go mad with frustration. Instead, what I realised half an hour was that at the bottom of the screen a little scanner tells you when a droid is on its way — watch that and jump when that tells you and maybe you'll get away with it. Maybe.

So it goes on, the timing gets tighter and tighter, about two minutes into the game you get a problem which requires something like 20 separate moves to get right-climb this ladder, wait for that droid to go past, jump down, jump left, run right blast the first gate control, run back left . . . you get the picture.

It's a big game, divided into several levels each of which is several hours or even days challenge in itself. There are bullets to be picked up, gate opening routines to be learned, more powerful enemies to be avoided and jumps to be practised. As you get good at *Stormtrooper* you find your're actually watching the action less and less and concentrating far more on the scanner display — it becomes your lifeline. There is no other way of getting anywhere in this game.

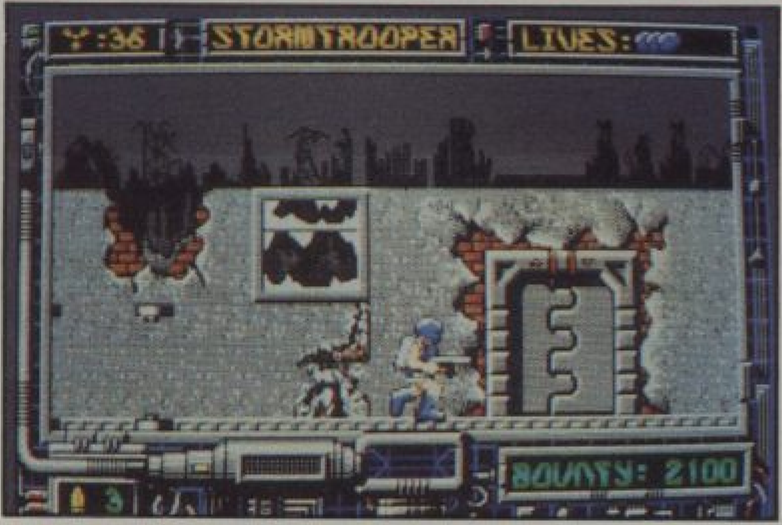
Graphically *Stormtrooper* doesn't really do that much me. I've seen all, or mostly all, of this before. Blade Runner has a lot to answer for. Sound is goodish, it's by David Whittaker and he never actually puts in a poor performance but let's just say this one feels more conveyor belt than most.

If you're looking for originality forget *Stormtrooper* but if you're attracted by fiendishly challenging gameplay this could be the game on which to test your arcade reflexes.

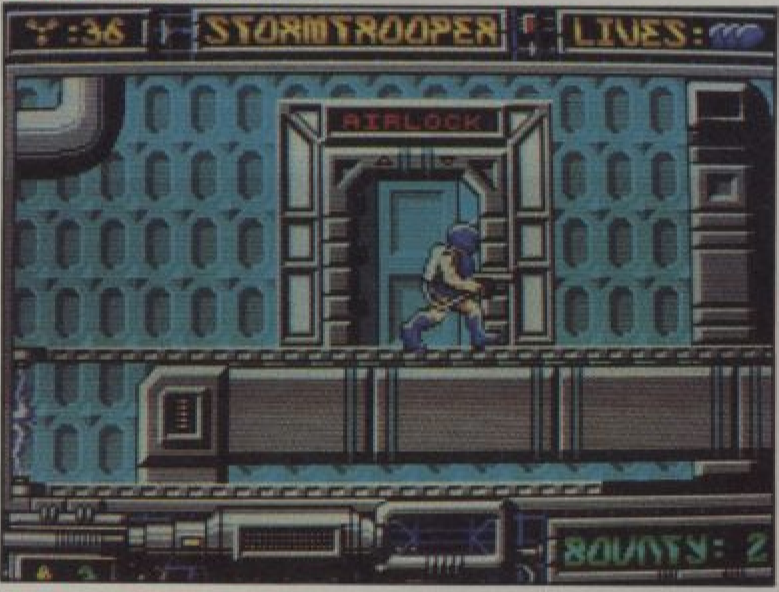
GRAHAM TAYLOR



▲ *Yep It's Urban decay time again.*



▲ *One laser gate beaten . . .*



▲ *Deep into the first level. You've got about one second to relax.*

AMIGA	£24.99
All comments as ST. Sound a little better.	
OVERALL	72%

ST	£19.99
GRAPHICS	67%
SOUND	60%
VALUE	65%
PLAYABILITY	78%
Looks and sounds fairly average so no originality points. But Stormtrooper scores better on Playability. One for real arcade masochists.	
OVERALL	70%

BIO CHALLENGE



LEVEL ONE

Starting from the power sphere, locate the cauldrons and monsters hiding piecesof machinery as soon as you can. Also take a note of the location of teleports; their colour gives a clue to their destination, but this will change during the course of the game.



THE GUARDIAN'S CAVERN

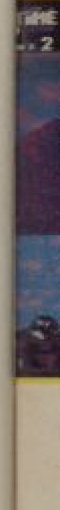
Don't waste any ammunition — if you run out, you'll be returned to the previous level. After leaping into the air and changing into the flying cannon, remember that as you float to the earth you can control yor left, right and downwards movement with the joystick.

At last — it's the game you've been waiting for, where rival soap powders battle it out for control of the universe. No, only joking — *Bio Challenge* may not involve some cosmic equivalent of Nanette Newman on a cleaning mission to the stars, but it will certainly clean the cobwebs from your ears with its mind-numbingly good music.

Palace's French-produced package comes from a company apparently better known for putting out records than games, Delphine. You can tell from the continuous soundtrack, which is the most impressive selection of funky beats I've heard for a long time; thrashing drums, snappy basses and enormous orchestration. Fortunately the rest of the game does not plummet below that standard; it certainly takes full advantage of the Amiga's graphics abilities, as well as its sound.

Like *Thexder* and many more before it, *Bio Challenge* revolves around the adventures of a

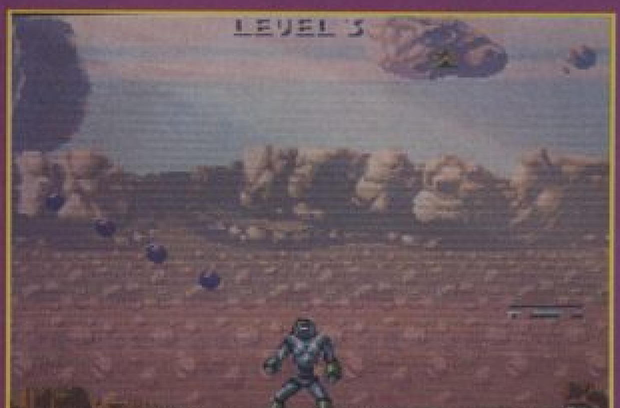






LEVEL TWO

Use the charge slabs wisely. They can be moved towards monsters if you know how, but after discharge they are useless unless you waste time by leaving the planet and returning. Remember you don't always have to kill all the monsters, but you need to collect from them at least four ammunition capsules to defeat the Guardian.



LEVEL THREE

Look out for the green and red cauldrons to enhance yor powers. Green armour allows you to destory any alien by leaping through it; red, to turn flying aliens into deadly projectiles. Watch their flightpaths and time your leap carefully to deflect them at other aliens.



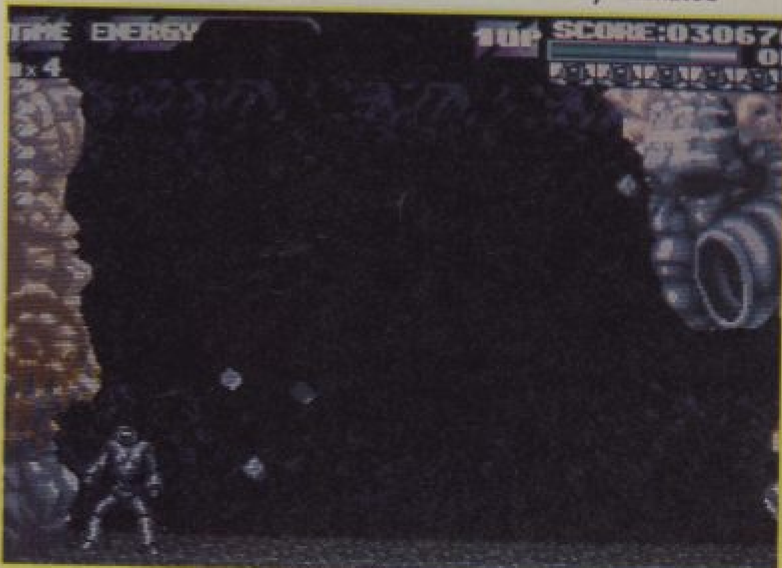


humanoid robot — I say "revolves" deliberately, because one of the robot's best tricks is leaping into the air and whirling around like a demented top. The steel-bodied machine actually has the brain of a man — your task is to test the body, which is the last chance to save the genetically-degenerate human race.



Against a series of gorgeously-detailed parallax scrolling backgrounds showing strange and devastated words, the K.L.I.P.T. (don't ask what it stands for — I got stuck trying to work out the "K") must survive through six levels, each containing a number of different planets. There's a progressively shorter time limit on each level; on the first a generous five minutes allows you to experiment with the K.L.I.P.T. controls.

The excellently-animated humanoid can be made to run, leap directly upwards or diagonally, crouch, climb up and down from platforms, somersault, and pick up oil supplies, pieces of amulet and machinery. At the start of each level is an energy sphere where you must store the pieces of amulet to be found on the planet; but to find the pieces you must destroy the various gicky monsters. The best way to do this is to jump on charged platforms, which fall on the aliens from a great height; personally I'd much rather shoot them, but it's just not that type of game. Smaller flying creatures can be eliminated by spinning through them, and in later stages these become lethal weapons when activated by your special red armour.





Mysterious cauldrons containing bonuses such as extra time, life, fuel, or special armour, appear at fixed positions; this is where a bit of mapping comes in handy. It might also help you to avoid the deadly crevasses over which you must leap, and the larger gaps which are too wide to leap.



Jumping into a colour-coded transporter symbol whirls you to another planet. This resets the platforms on the planet you leave, allowing you to return there later to complete any unfinished business with the aliens. When your task on each level is complete you must face the Guardian. Some of the huge, sluggish Guardians are horrifying; others, like the fierce haddock on level two, are just a tad silly. Still, leaping into the air, changing into a floating airborne cannon, and waggling around to avoid their missiles while shooting them to bits (without running out of ammunition) is enough to keep your attention engaged. Hit a Guardian where it hurts for times and it disintegrates prettily, allowing you to move to the next.

There's a two-player mode in which you take alternate goes. *Bio Challenge* is pretty engrossing, despite the lack of much variation in the gameplay, and some intensely tedious disk-loading pause between levels. The brilliant music, sampled speech, human-to-humanoid conversion graphic routine and truly different gameplay make it well worth seeking out. But if only there was a bit more shooting . . .

JOHN RENWICK

C+VG HIT!

AMIGA	£24.99
GRAPHICS	**89%**
SOUND	**95%**
VALUE	**86%**
PLAYABILITY	**82%**

Fabulous music, unusual gameplay and exotic graphics make up for a basic lack of variation in the gameplay. Addicts of arcade adventures with the accent on tactics rather than the trigger-finger should find this a challenge worth meeting.

OVERALL	**88%**

UPDATE An ST version is expected very soon. It should retain all the key featurs of the gameplay, though there may be some changes to the music.

▶ AMIGA ST

KRISTAL

BY PRISM

Fed up with all those "games of the film"? Well, The *Kristal* is one of that extremely rare breed, the game of the very unsuccessful stage play. The complete lack of theatrical success experienced by "The Kristal of Kronos" is no surprise, if the unintelligible storyline that accompanies the computer adaptation is anything to go by. What *is* surprising is that it's billed as "an epic game", and what is even more surprising is that this claim isn't all software house bullshit. Not much, anyway.

The Kristal of the title is essentially the fulcrum on which is balanced the forces of universal good and evil, or at least it was until someone pinched it a few aeons ago. Ever since, the universe has been a less than happy place and so the ruler of the planet Meltoca, Kring Narta has decided to send someone to find the Kristal and save the cosmos, etc, etc.

For some reason, prime candidate for the job is a space pirate called Dancis Frake (ie you). When the game begins you have no idea where you are or what's going on, that's where your brain — and a lot of lateral thinking come in . . .

Using the joystick, you move Dancis around the scenic landscapes of ten planets, collecting useful objects and chatting to a whole host of other characters who provide information as well as some very cryptic clues (some of which are so obscure you're likely to skip over them without realising that you're missing something).

When you manage to strike up a conversation, your words of wisdom are typed into an adventure-style interpreter



which is fairly comprehensive. The characters seem to pick up on certain key words and give astute replies to most queries. Clever.

To go with the adventure, there's a bit of arcade action, which, it has to be said, is rather bog-standard. Travelling between planets takes you through a 3D shoot-out with the lackies of the evil Lotarr, who also make an appearance on certain planets, brandishing swords and threatening to slice and dice your extremities unless you draw your own space-cutlass and make like Errol Flynn.

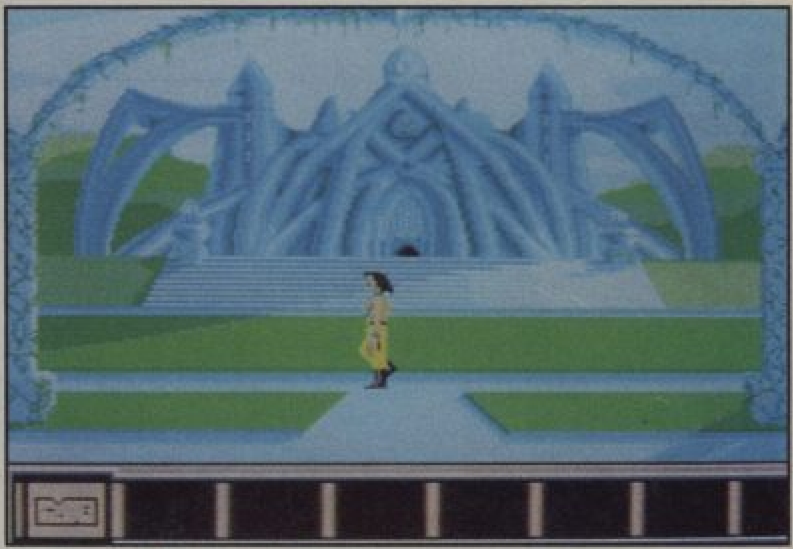
Losing a swordfight puts you back aboard your spaceship and knocks points off your strength rating, which you can only restore by eating one of the many space delicacies on offer. Of course, food costs cash, and you have to get hold of that any way you can. Don't try mugging anyone though, as unnecessary violence loses you psychic points, and you'll need plenty of those for the end of game sequence (about which I am sworn to secrecy).

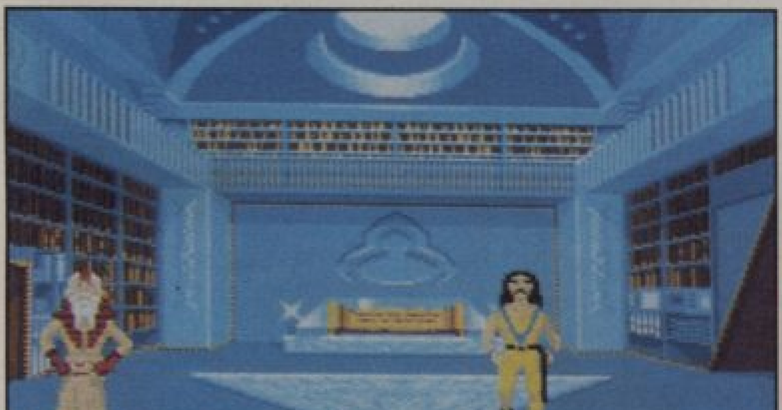
Fifteen months of effort have gone into programming *The Kristal*, and it shows. The backdrop graphics are lovely, having been designed by the same artists who designed scenery for the play. The sprites aren't quite as smart, but they're nicely animated and very varied.

Sound during the game is minimal, but *The Kristal* opens with some superb music and a great scene-setting sample of Patrick Moore quoting from The Kristal Kronikles.

Apart from some rather tenuous puzzles to upset the applecart, I had a lot of fun with this game. There's an enormous feeling of space and loads of things to do, people to meet and Frandanas to eat. The many different arcade and adventurey elements gel very well together and even at thirty Skringles, erm, quid, *The Kristal* is worth selling your granny's wheelchair for.

PAUL GLANCEY





ST £29.99

The same as the Amiga version. Less colours and sounds but one or two gameplay improvements make it equally worthwhile.

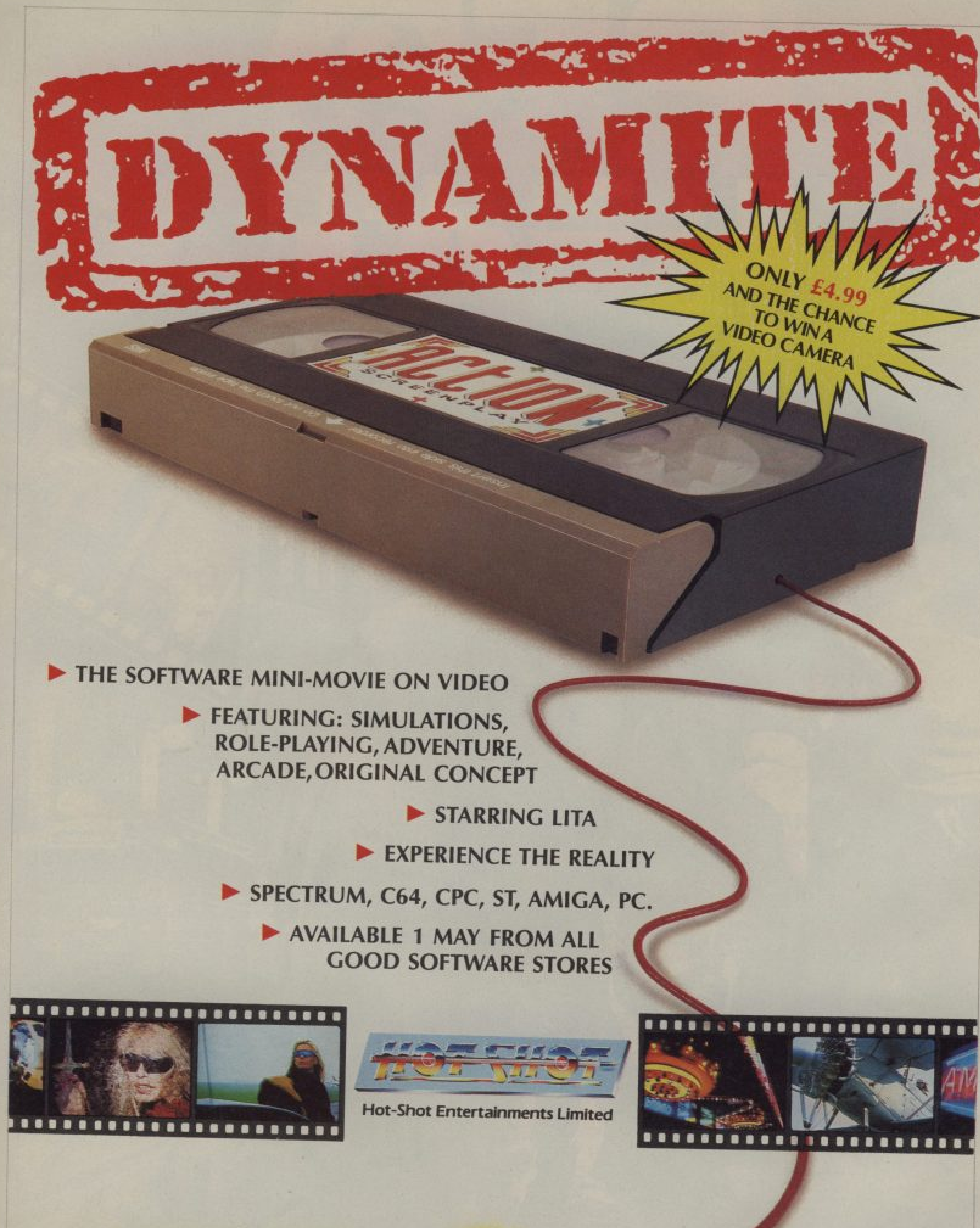
OVERALL 79%

AMIGA £29.99

GRAPHICS:	88%
SOUND:	78%
PLAYABILITY:	80%
VALUE:	74%

A whopping adventure with a whopping price, but there's plenty of gameplay in there for the price. Graphics and sounds are superb, but weak arcade sequences and a demand for patience probably won't enamour it to purist arcade freaks. Anyone with an interest in brainwork should check it out.

OVERALL 79%


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VOYAGER

BY OCEAN

In 1977 Voyager II was launched — inviting all life forms in the universe to visit our planet. Get ready — company's coming.

The first alien race to receive Voyager's message of welcome was a budding imperialist nation, the Roxiz. The Roxiz didn't accept the invitation in the spirit it was intended, noticing instead that the small planet described was ripe for colonisation.

Rather than making an all-out assault, the Roxis have holed up on the 10 moons of Saturn and are picking off any Earth spacecraft that's foolish enough to venture towards them. Unfortunately, thanks to the Rodan Charter of 2052, Earth no longer has the means to manufacture of destructive machinery . . . things look bleak!

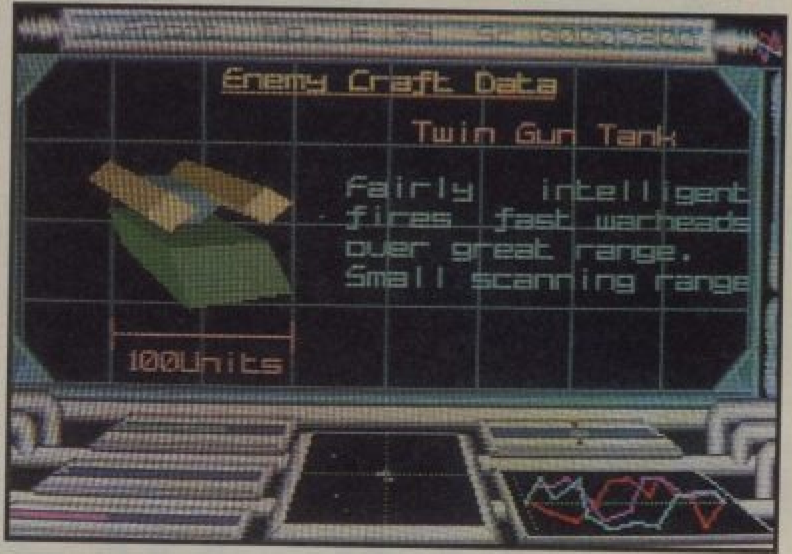
But guess what? There is hope — and it goes by the name of Luke Snayles, a space-age vagabond returning from serving a 50-year 'investigative exploration' sentence in deep space.

Luke's caught a few intermittent broadcasts and has gradually built up a picture of what's happening back home. As far as he's concerned, his debt to society is paid off and nothing's going to spoil his homecoming party — so if non-one else is prepared to rid the solar system of this predatory menace then he may as well do it himself (and who knows? There may be some financial reward into the bargain).

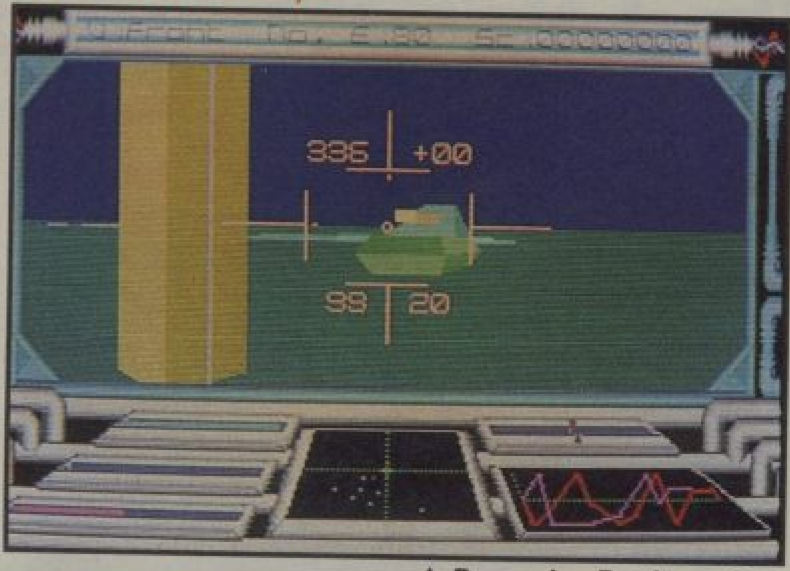
And this is where you come in.

After a smoothly animated attract sequence, you're left to your own devices on the hostile surface of Janus — the first of Saturn's moons. Luke enters the fray in a comparatively sluggish tank — this can eventually be ugraded to a faster airborne skimmer, but this isn't really necessary on Janus as the opposition is also mainly confined to the ground.

Sounds a little too straightforward? Don't you believe it! The only 'strategy' involved is scouting for fuel and weapons upgrades (including remote mini cameras, radar missiles and atom bombs — Luke can even make use of abandoned



▲ 3D Display of the enemy.



▲ Remember Battlezone?



▲ Check out those filled 3D vectors!

An extra dimension has been added to the visuals, and in the process a whole new dimension has been added to your standard shoot 'em up gameplay. Other external sources help the intrepid adventurer. The mothership beams down more

Roxis suplies), but for me at least this is a positive advantage. information than any mere mortal can digest — including a long-range map of the current moon, plans and information as to the strength and distribution of the enemy ships and remote camera location.

CIARAN BRENNAN

UPDATE

PC £19.95. No work as yet — but a version is definitely planned and if all goes to schedule should appear sometime this Autumn.

AMIGA	£24.95

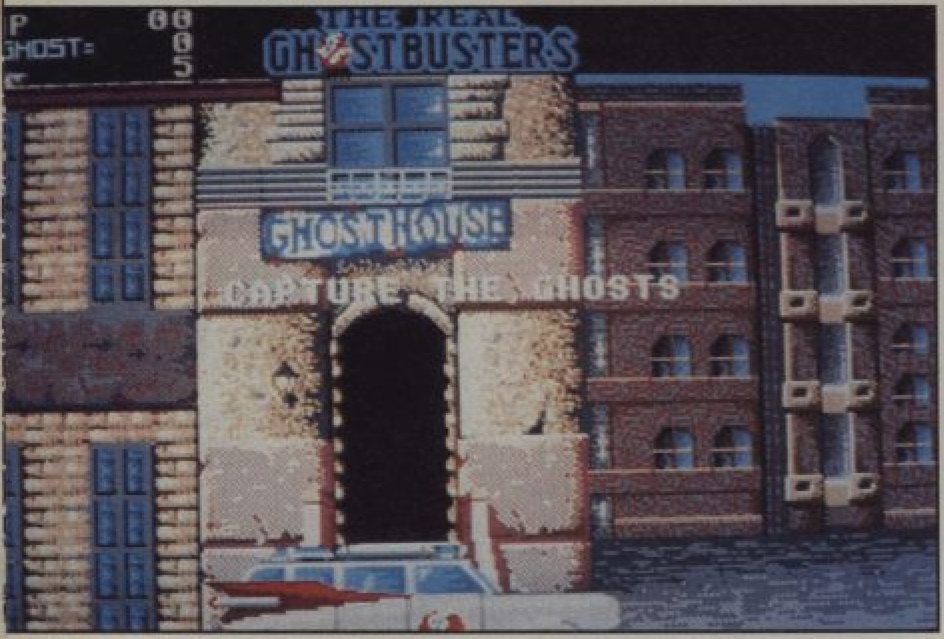
Faster screen update, meatier sound effects and extra baddies go some way towards making up for the extra fiver on the price tag.

OVERALL	85%

ST	£19.95
GRAPHICS	78%
SOUND	75%
PLAYABILITY	84%
VVALUE	80%

Voyager brings the classic Battlezone concept up to date by keeping the same basic formula, adding hordes of different aliens and play strategies and stunning Starglider II 3D filled vector graphics. Initially it's a little limited as you're confined to the ground, but once you've found the skimmer craft, the rest of the game unfolds — it's brilliant. At last a game that realises that 3D graphic presentation and complex puzzle solving don't have to go hand in hand.

OVERALL	83%



▲ *Ghostbusters! Na-Na-NaNaNa-Na-Na-Nah-Na*

UPDATE
Amstrad CPC version out about now, £9.99, £14.99 on disc. Unlikely to be significantly better than the other 8-Bits.

THE REAL GHOSTBUSTERS

Activision, all those years ago, produced a game based on the movie phenomenon of the eighties — *Ghostbusters*. It did good.

Meanwhile, somewhere over in California, Data East brought out a coin-op based on the movie and called it *The Real Ghostbusters*. It didn't do astonishingly well and only a couple of units made it over here to Blighty — but that hasn't stopped Activision from producing a home computer version on every format they could think of.

Now the trouble with taking a mediocre coin-op licence onto home formats is obvious — faithfully convert it and all you get is a mediocre home computer game. Hardly surprising then that *The Real Ghostbusters* is highly unlikely to create a frenzy of excitement among the gameplayers of Britain. On all formats you get a jolly loading screen and the Ghostbusters theme we have all come to know and love — then you choose the one or two-player game.

The battle takes place on the top of a maze of high buildings — all with flat roofs. You leap from roof to roof via little ramps, taking out assorted ghosts goblins, etc as you go. You've got two types of fire — bullets that disrupt the physical manifestations of the supernatural and the old traditional plasma jobbie that draws the disrupted ghosties (now looking like traditional spooks), into the backpack. There are also rudimentary weapon power-ups that give your bullets some extra punch.

To complete each level, you saunter from rooftop to rooftop, blowing away and sucking up all the spooks while trying not to get killed — the aim being to get the big end-of-level nastie, therefore the key to the next level, before your time runs out.

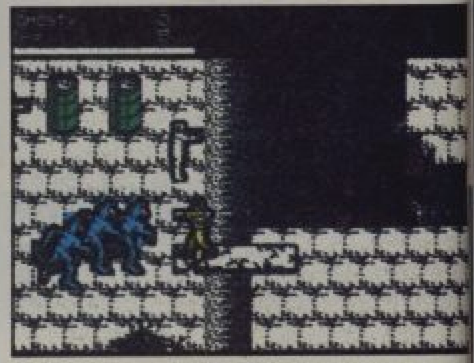


This kind of simple stuff always works or not on the basis of the quality of the implementation; you know, the quality of the graphics, the speed and feel of the game, etc. Unfortunately, much of the implementation in this case, is sloppy, and the gameplay is poor. Strange things stand out — like the inexplicably blank bit of screen on the top right of the screen. Like (on the 64) the game automatically starting after the new load for each level — instead of waiting for you to press a key.

Even on the ST, which Activision considers to be the lead version, *The Real Ghostbusters* just doesn't sparkle, although the graphics start to approach the quality you'd expect of a full-price game.

Ardent collectors of Ghotbusters memorabilia won't be disappointed and anyone looking for a simplistic blast in conjunction with a boppy tune could be interested, but the discerning will hang on and wait for goodies like *Power Drift* and *Ghostbusters II* coming later this year.

JOHN COOK



C64 £9.99

Blocky graphics, poor gameplay — but the soundtrack is F-U-N-K-Y. Know what I mean?

OVERALL 58%

AMIGA £24.99

On par with the ST implementation — but it'll cost you an extra fiver for the priviledge.

OVERALL 60%

SPECTRUM £9.99

Where the Real Ghostbusters meet their greatest foe to date ... the attribute clash!

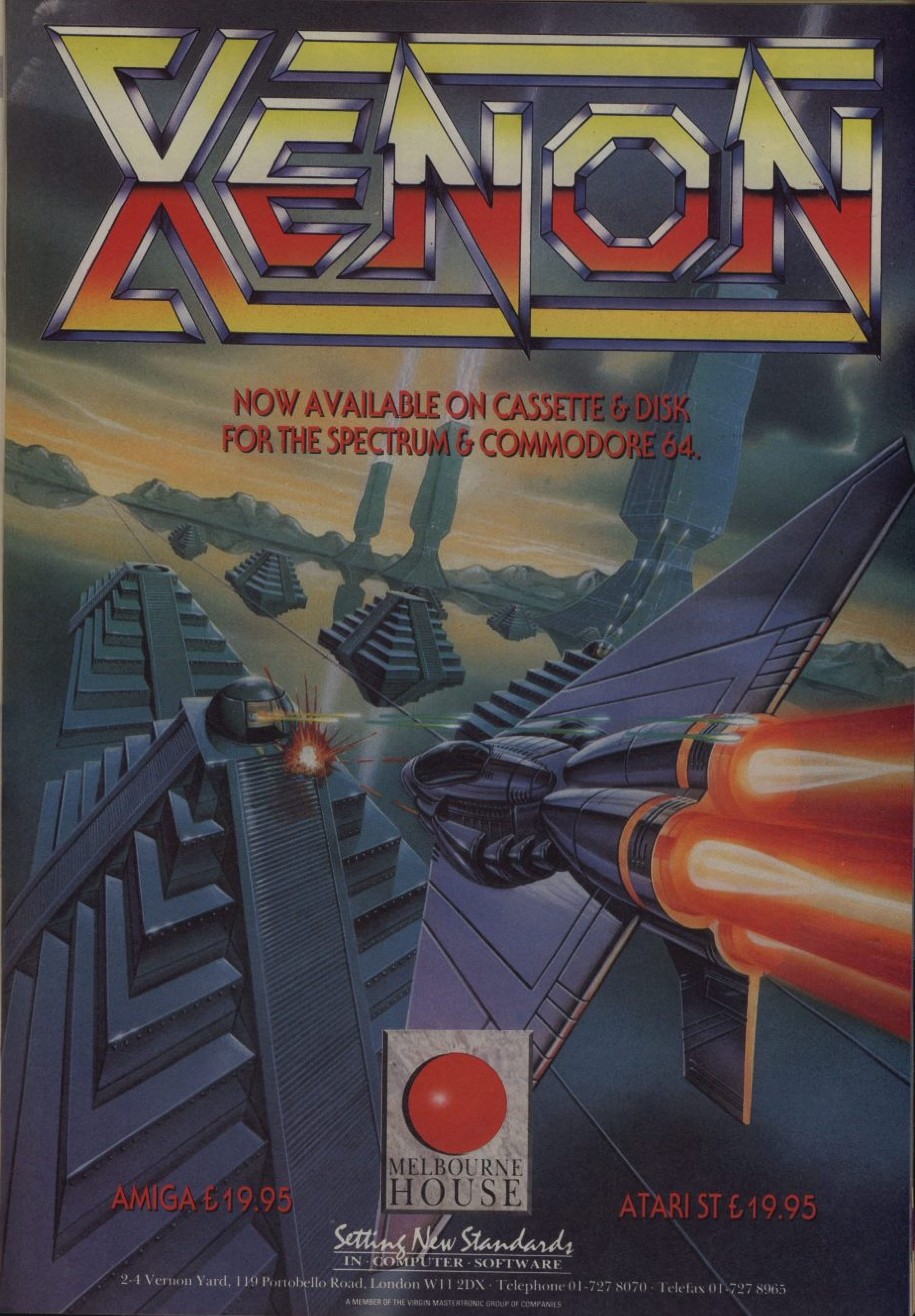
OVERALL 56%

ST £19.99

GRAPHICS	67%
SOUND	65%
VALUE	55%
PLAYABILITY	55%

It's not terrible but there really isn't anything special about this game. Undemanding gamers and Ghostbusters addicts only need apply.

OVERALL 61%


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RENEGADE III

BY OCEAN

Once upon a time, a Taito arcade machine appeared called *Renegade*. Ocean bought the conversion rights and released home computer versions, which were very favourably received. A year later they followed up that success with *Target Renegado*... and now, another twelve months on, *Renegade III*, dubbed 'The Final Chapter', has appeared.

The story follows the antics of Renegade, a martial arts champion whose girlfriend has an alarming knack of regularly getting herself kidnapped by the local oiks, resulting in Ren having to beat 'em up and rescue her. Well folks, it's happened again, and once more Ren has to trog off and free her. But this time it's not just a trip across to the other side of town to rescue the girl — the villians have got their mitts on a time machine and have taken her through space and time to a location in the far-flung future. And Renegade has to follow her through time to get her back. Weird, eh?

The mission of mercy involves battling through four horizontally scrolling levels, each representing a particular period in time, starting with Prehistoric, followed by Egyptian, Mediaeval and finally the future.

Each time zone is filled with priod baddies — on the first level there are dinosaurs and cavemen to fight. Each enemy attacks the hero on sight, and attempts to wear down his energy bar, the depletion of which results in the loss of one of Renegades five lives. Fortunately the hero, being a martial arts expert, can reciprocate with a series of kicks and punches to the detriment of the enemy's health.

At the end of each level, a mass of baddies attack, and if Renegade manages to thump them all into the middle of next week a time portal opens, which takes him to the next level. At the end of the fourth level is Renegade's girlfriend — rescue her and the mission is complete.

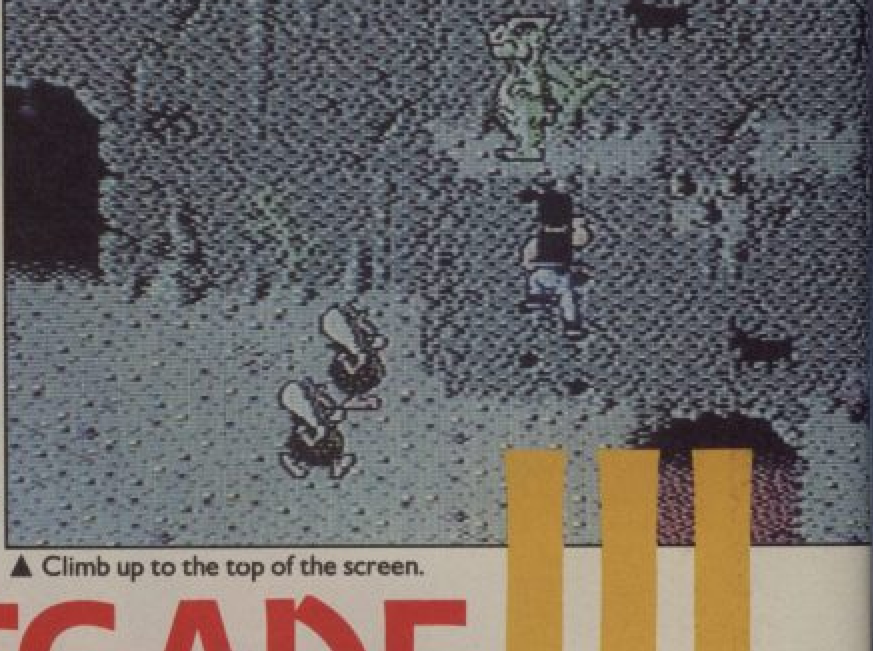
All formats are played very similarly — and they're all very tough! Even the most experienced beat 'em up players will find that they've got their work cut out trying to rescue the kidnapette.

The graphics on all versions are excellent, with whacky cartoon-style sprites giving the game a humorous look and making the game even more fun. This, combined with the challenging gameplay results in a thoroughly enjoyable beat 'em up with plenty of long-lasting appeal. Proof too, that you can get great gameplay and good graphics on the less powerful machines.

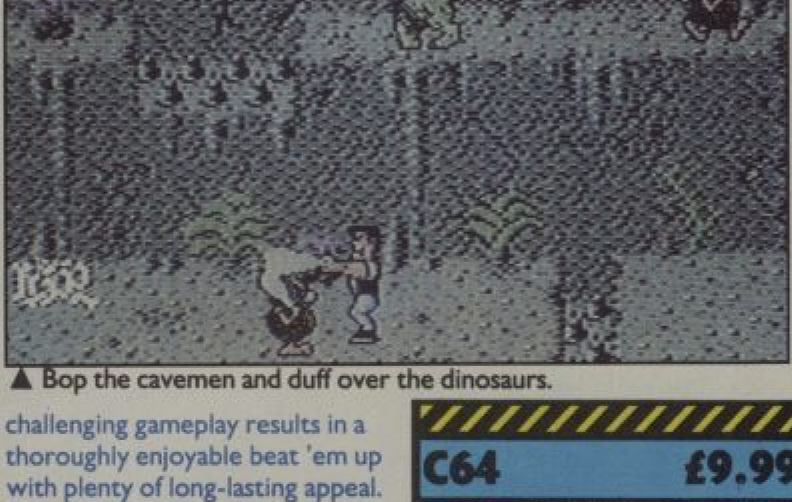
JULIAN RIGNALL

UPDATE

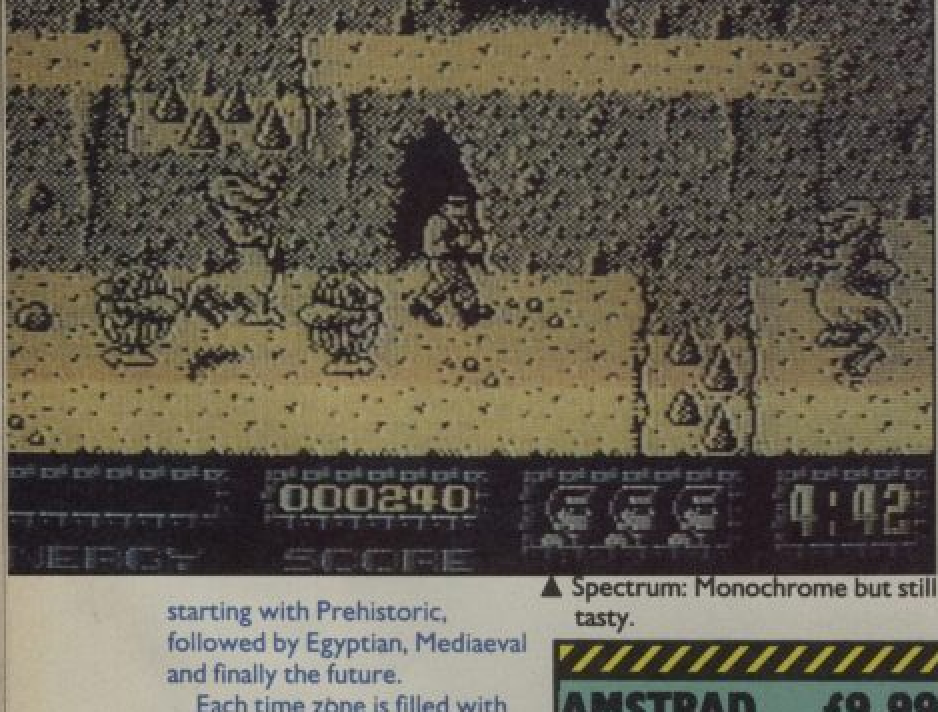
16-bit verions will appear later on this year and will boast improved graphics and sound.



▲ Climb up to the top of the screen.



▲ Bop the cavemen and duff over the dinosaurs.



▲ Spectrum: Monochrome but still tasty.

AMSTRAD £9.99

Colourful, highly playable and addictive — that's this version in a nutshell.

OVERALL 83%

SPECTRUM £8.99

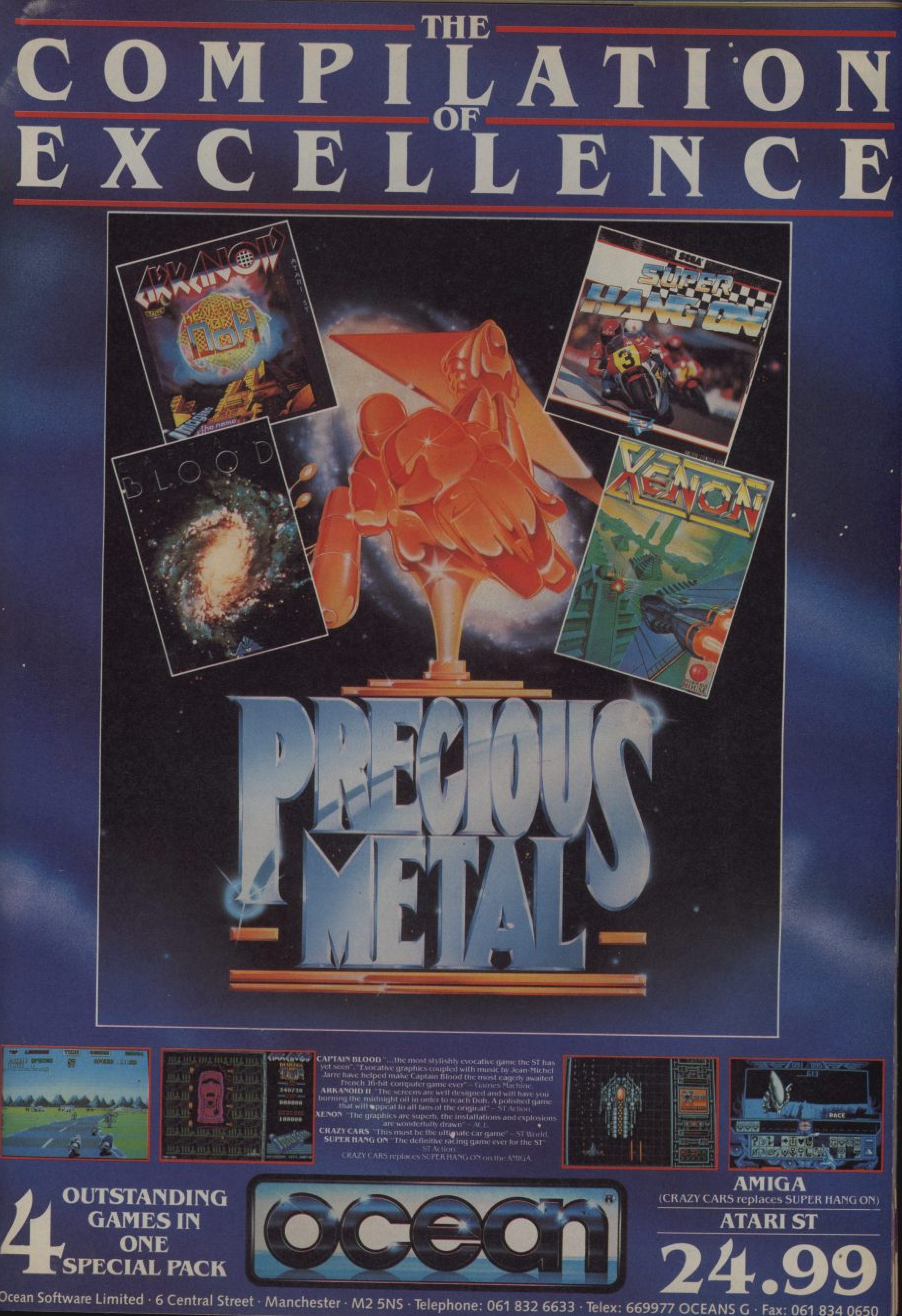
Addictive gameplay and brilliant (though monocrome) graphics make for a tasty beat 'em up.

OVERALL 84%

C64 £9.99

Four levels might not sound a lot, but there's heaps of baddies to bash in each zone — it'll take plenty of perseverence to rescue the girl. The graphics are great, with beautiful hi-res sprites, colourful backdrops and the brilliant sound. A definite must-buy for fans of joystick-controlled violence.

GRAPHICS	85%
SOUND	81%
VALUE	81%
PLAYABILITY	81%
OVERALL	82%



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▶ AMIGA, ST, PC

BLOOD MONEY

BY PSYCLAPSE

In my experience, interplanetary hunting safaris have always been fraught with danger. I mean all those baboons doing their number twos on the roof of your Chrysler Avenger . . .

None of this worries a Venusian sensation-seeker like Spondulix, though. There are four planets there for the plundering, and all he has to do is climb into the nearest explorer craft, fasten his seat belt and put his thumb on the fire button.

The first level sees Spondulix (and possibly a co-hunter — there is a simultaneous two-player option) in a dinky helicopter, swooping through the horizontally and vertically scrolling maze that is the planet Gibba. Alien beasties swirl in from all sides, and gun turrets release copious volleys of hot light from above and below.



▲ *There there, nice wormy!*



▲ *Time to buy some more firepower!*

Naturally, this is what your missile launcher was made for. Blasting the opposition releases coins for you to catch (that's why the game's called *Blood Money*, see?) which go towards a cash total. At certain points along the way there are weapons shops where you can use your coins to buy support weapons. The top-notch hunter's kit consists of three-way, forward-firing missiles, rearward rockets, all with long-range capability, four neuron boms, specially designed to fireball ground targets, and some kind of turbo-speed unit.

As you progress through each (rather lengthy) maze, you find that aliens and gun emplacements are not the only hazards to watch out for. Impassable walls have to be blasted, block-by-block, and rotating bars have to be hit repeatedly to swing them round, thus unblocking the way ahead.

After the obligatory end-of-level monster, it's on to the next level. Grone is a subaquatic level through which you pilot a submarine. On Shreek you're in a jetsuit flying over snowy, watery, starry backgrounds and Snuff is the obligatory intestinal, organic level which puts you in a rocket.

The graphics right from the digitized planet opening sequence to the beautifully detailed backdrops are superb, but the sprites deserve special praise. How about, the best designed and most fluidly animated sprites I've seen in an Amiga shoot 'em up?

The programmers have put the sound chip to bloomin' good use too. There's 250k of sampled sounds in the game, which havebeen variously used in the thumping title tune and as explosive in-game effects.

So there you have it. We've seen some purdy neat Amiga shoot 'em ups lately, what with *Denaris* and *Dominator*, but I'm happy to say that *Blood Money* beats even those.

PAUL GLANCEY

UPDATE

No 8-bit versions are planned.

PC £24.95

Again, not quite as attractive visually or soundwise, but a good PC is perfectly capable of keeping *Blood Money's* gameplay.

OVERALL 85%

ST £24.95

Scrolling which isn't quite so smooth, not as colourful and weaker sound, but thankfully the ST version's gameplay will remain the same.

OVERALL 84%

AMIGA £24.95

GRAPHICS	94%
SOUND	89%
PLAYABILITY	86%
VALUE	81%

A smidge more variety would have helped the quality of the gameplay match that of the graphics and sound more closely, but there's still no denying that *Blood Money* is a damned good blast. Definitely one of the best games of its type on the Amiga to date.

OVERALL 85%


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LORDS THE



A map of 11th century Japan.▲

Early Cinemaware releases were a mixed bunch. Their graphical excellence was undeniable, but often the gameplay was too easy, and lacked addiction and long-term appeal.

However, recent games — *Rocket Ranger* and *TV Sports Football*, for example — have shown gameplay equal to the stunning graphics, and with them Cinemaware have established themselves as one of the top 16-bit software producers.

Their latest epic takes us back to the same period of time as their debut game, *Defender of the Crown*, but is set on the opposite side of the world — in Japan.

It's the twelfth century, and civil war has erupted as the two most powerful clans, the Taira and Minamoto, fight for the throne. The player takes the role of either Yoritomo, a brilliant political strategist or Yoshitsune, a superb swordsman and military tactician — both are sons of the Minamoto family.

The Taira clan have already scored notable victories in the power race, having killed your father and subverted the Emperor, and the player comes into the game at quite a disadvantage.

The objective is quite straightforward — to become Shogun, the ultimate leader — but actually achieving the task is far from easy, requiring the player to partake in battles, command his army and defend himself from personal attacks, all events displayed via a series of excellent arcade sequences, as well as forge alliances and hire assassins to kill rivals. Some strategy also comes into play as you move your armies around the country and plan a campaign.

At all times the strict Japanese code of honour has to be followed — should you be disgraced at any time, you're forced to slice out your own



BATTLE SEQUENCE

Manipulate hordes of small, screaming yellow persons as they charge around the battlefield trying to inflict damage on the enemy army. A bit of tactical forethought doesn't go amis in this sequence — there's no point leaving your archers exposed to swordsmen, for example. Keep them away from the action.



NINJAS

Sometimes an opponent may hire a ninja assassin to remove you — if this happens defend yourself against his shuriken stars and attack him yourself. It's do or die.

DS OF E RISING SUN

C+VG HIT!

UPDATE

PC and ST versions will appear later on this year, and will be very similar. It's hoped that a C64 version will also see the light of day — but a release date is so far unforthcoming.



entrails with a very sharp and pointy sword — hara-kiri as they say in Nippon.

Lords of the Rising Sun is without doubt a superb game. On the surface it looks similar to *Defender of the Crown*, but it's far, far better.

Make your decisions here. ▼



way, but the basic combat and strategy has been improved almost beyond recognition, and the arcade sequences have taken a quantum leap forward.

Each of the arcade games is excellent, and all boast high-quality graphics, sound and gameplay. My favourite is the seige sequence where you take pot-shots at the marauding enemy with a bow and arrow — each successful hit being rewarded with a digitised yell!

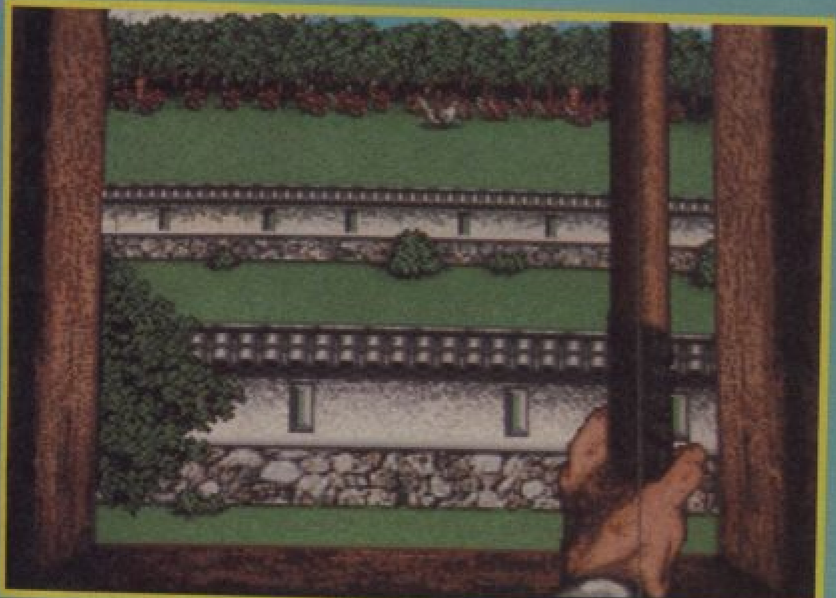
But the game is far more than the sum of its parts. The whole thing hangs together brilliantly and fully recreates the atmosphere of Mediaeval Japan. The gameplay is thoroughly engrossing, and I found that the hours flew by as I attempted to become Shogun.

The only niggle I have (and it's the case with all Cinemaware games) is the copious amounts of disk-swapping that takes place during the game. It does get annoying, but if you're prepared to put up with it, *Lords of the Rising Sun* is a game that you shouldn't miss.

AMIGA £24.99	
GRAPHICS	92%
SOUND	91%
VALUE	84%
PLAYABILITY	88%

Superb graphics, sound and gameplay are combined to produce one of the best Cinemaware games to date. It's tough, challenging and addictive and will keep potential Shoguns amused for an entire Dynasty.

OVERALL 90%



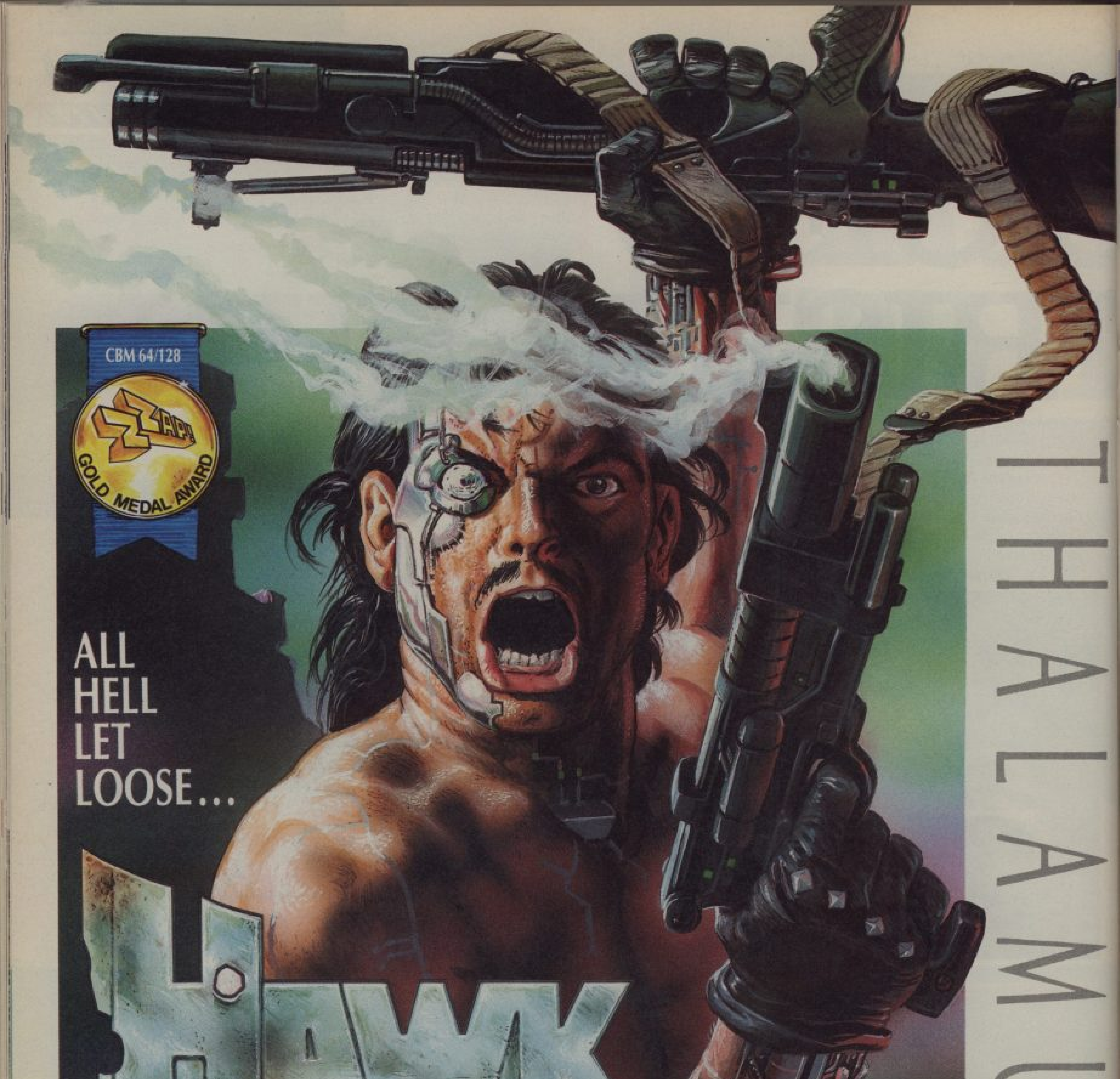
BESEIGED

If one of your castles is attacked, grab a bow and take pot-shots at the enemy as they rush the castle. Great fun — with plenty of digitised screams adding to the abbatoir-style atmosphere.



HORSEBACK PURSUIT

If the enemy retreat during a battle, you have the chance to rush after them on horseback and hack 'em down. Use your sword and slice the Samurai, or just run over them with your warhorse! Be careful, though — push your horse too far and you may get thrown.







Take the heroically bronzed HAWKEYE through 12 individually loaded levels of non-stop combat action, featuring real parallax scrolling, dazzling graphics and sound destined to give your ears the treat of their lives.

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THE C+VG CHARTS

AMIGA TOP 20

1	Falcon	Mirrorsoft	93%
2	TV Sports Football	Mirrorsoft	93%
3	Super Hang-On	Activision	91%
4	Sword of Sodan	Gainstar	85%
5	Lombard RAC Rally	Database/ Mandarin	83%
6	Denaris	US Gold	85%
7	Ballistix	Psyclapse	66%
8	Gauntlet II	US Gold	90%
9	Operation Wolf	Ocean	91%
10	Elite	Firebird	82%
11	Afterburner	Activision	72%
12	Batman	Ocean	80%
13	War in Middle Earth	Melbourne Hs	86%
14	Dragon's Lair	Readysoft	51%
15	Pacmania	Grandslam	90%
16	Triad	Mirrorsoft	78%
17	Galdregon's Domain	Players	80%
18	Hybris	Gainstar	90%
19	Kristal	Addictive	79%
20	Who Framed Rgr Rbt	Activision	58%

Mirrorsoft hog the top two slots with a pair of superb simulations — but *Denaris* and *Sword of Sodan* look ready to knock them off their giddy perch. Further down, the Christmas games are slowly sinking, with new games like Hybris, War in Middle Earth and Kristal looking good to climb higher next month.

JULIAN'S TIPS

BLASTEROIDS: We've tipped it on all formats, and the Amiga version should doubtless also go far.
VINDICATORS: Another big conversion that's itching for success.
TYPHOON THOMPSON: Even better than the ST version, and bound for success.
LORDS OF THE RISING SUN: A brilliant Cinemaware release — watch it hit the top position.

OUTSIDE BET

ROBOCOP: Should have been released at Christmas, but this won't stop it hitting the higher echelons of the chart.

ATARI ST TOP 20

1	Falcon	Mirrorsoft	93%
2	Barbarian II	Palace	86%
3	FOFT	Gremlin Grph	44%
4	F16 Combat Pilot	Digital Intgrtn	79%
5	Ballistix	Psyclapse	66%
6	Galdregon's Domain	Pandora	80%
7	Double Dragon	Melbourne Hs	54%
8	Thunderblade	US GOld	66%
9	Lombard RAC Rally	Database/ Mandarin	83%
10	Elite	Firebird	82%
11	War in Middle Earth	Melbourne Hs	86%
12	Zak McKraken	US Gold	81%
13	Operation Wolf	Ocean	91%
14	Dungeon Master	Mirrorsoft	93%
15	Afterburner	Activision	47%
16	Crazy Cars II	Titus	59%
17	Pacland	Grandslam	76%
18	Borodino	Atari	79%
19	Baal	Psyclapse	80%
20	Orbiter	Mirrorsoft	68%

A very mixed chart, with the majority of big 16-bit producers all represented. *Falcon* continues to fly high, but *Barbarian* and the disappointing *FOFT* are breathing right down its neck. There are still plenty of Christmas releases still hanging around — particularly *Afterburner, Thunderblade* and *Operation Wolf* — and *Dungeon Master* continues to sell and sell.

JULIAN'S TIPS

BLASTEROIDS: Mirrorsoft's stunning conversion is set for the big time.
VINDICATORS: The first Tengen release from Domark will power into the top ten.
TYPHOON THOMPSON: Another Domark game that should nose its way into the top five.
ROBOCOP: Ocean's biggie has hit the number one on all formats, and it's our bet it'll do the same in the ST charts.

OUTSIDE BET

WEIRD DREAMS: A disappointing game, but we think it'll still sneak into the top 20.

HOW THE CHARTS ARE CREATED

Every month Gallup contacts, on behalf of C&VG, retailers up and down the country to find out what you've been buying. The chart uses information from retailers of every size from small local stores to big high street chain stores. We think it's a fairer representation of the true state of sales than any other chart. Hope you agree.

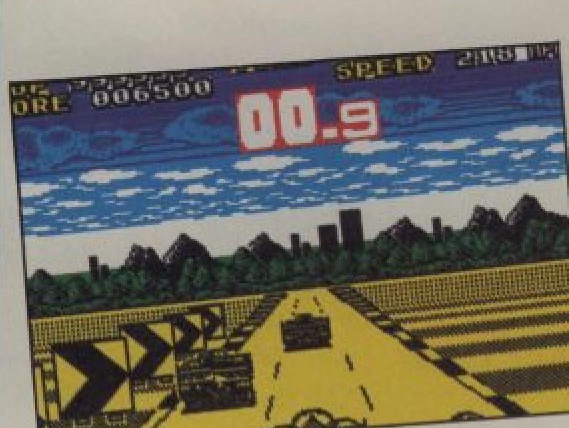
ALL FORMA



▲ IN AT NUMBER 1
ROBOCOP



▲ IN AT NUMBER 3
DRAGON NINJA



▲ IN AT NUMBER 5
WEC LE MANS



▲ IN AT NUMBER 9
AFTERBURNER

	GAME	COMPANY
1	ROBOCOP	OCEAN
2	TREASURE ISLAND DIZZY	CODE MAS
3	DRAGON NINJA	OCEAN
4	OPERATION WOLF	OCEAN
5	WEC LE MANS	IMAGIN
6	EMLYN HUGHES SOCCER	AUDIOGEN
7	JOE BLADE II	PLAYERS
8	IN CROWD	OCEAN
9	AFTERBURNER	ACTIVISI
10	SAS COMBAT	CODE MAS
11	WORLD GAMES	KIXX
12	WAR IN MIDDLE EARTH	MELBOUR
13	SUPERCYCLE	KIXX
14	GHOSTBUSTERS	MASTERTR
15	DOUBLE DRAGON	MELBOUR
16	TURBO ESPRIT	ENCORE
17	BATMAN	OCEAN
18	THUNDERBLADE	US GOLD
19	FALCON	MIRRORSO
20	WEREWOLF	MASTERTR

No surprises here, with Ocean absolutely dominating the charts, with three of the top four games. Only two budget companies make the top ten — Code Masters and Players, with Kixx bringing up the rear just outside the top half of the charts. There have been few

...ATS TOP 20

...PANY	SPEC	C64	AMS	ST	AMI
...AN	●	●	●	—	—
...E MASTERS	●	●	●	—	—
...AN	●	●	●	—	—
...AN	●	●	●	●	●
...GINE	●	●	●	—	—
...OGENIC	●	●	—	—	—
...ERS	●	●	●	—	—
...AN	●	●	●	—	—
...VISION	●	●	●	●	●
...E MASTERS	●	●	●	—	—
...K	—	●	●	—	—
...BOURNE HOUSE	●	●	●	●	●
...K	●	●	●	—	—
...TERTRONIC	●	●	●	—	—
...BOURNE HOUSE	●	●	●	●	●
...ORE	●	●	●	—	—
...AN	●	●	●	●	●
...OLD	●	●	●	●	●
...ORSOFT	—	—	—	●	●
...TERTRONIC	●	●	●	—	—

major full-price releases since Christmas, and this is clearly shown with the amount of games still in the charts from the festive period. However, Blasteroids, Vindicators, Real Ghostbusters **and** Renegade II **should all make a big impact on the Top 20 in the next four weeks.**



▲ IN AT NUMBER 12
WAR IN MIDDLE EARTH



▲ IN AT NUMBER 17
BATMAN



▲ IN AT NUMBER 18
THUNDERBLADE



▲ IN AT NUMBER 19
FALCON

C64 TOP 20

1	Robocop	Ocean	81%
2	Dragon Ninja	Ocean	83%
3	Emlyn Hughes' Soccer	Audiogenic	94%
4	In Crowd	Ocean	94%
5	World Games	Kixx	97%
6	WEC Le Mans	Imagine	41%
7	Microprose Soccer	Microprose	95%
8	Super Cycle	Kixx	87%
9	Afterburner	Activision	68%
10	Operation Wolf	Ocean	92%
11	Double Dragon	Melbourne Hs	42%
12	Denaris	US Gold	88%
13	Werewolf	Mastertronic	78%
14	Pro Ski Simulator	Code Masters	54%
15	Tom Cat	Players	69%
16	Turbo Esprit	Encore	46%
17	The Double	Alternative	44%
18	Batman	Ocean	74%
19	International Rugby	Code Masters	56%
20	Commando	Encore	78%

It seems like you Commodore people are rich — plenty of full-priced games compared with the mass of budget games in the Amstrad and Spectrum charts. Ocean do themselves proud with three in the top four — two of their Christmas releases still hanging in there! US Gold's Kixx label offers the pick of the budget crop and their two games justifiably ride high, while the rest of the cheapos are a generally unexciting bunch.

JULIAN'S TIPS

RENEGADE III: It looks good, plays better and is bound to hotfoot it up the charts.
VINDICATORS: A great game that should tank it to the top.
BLASTEROIDS: There's no reason why this shouldn't chart next month.
ADVANCED PINBALL SIM: This cheap and cheerful budget title should make an appearance in the Top 20.

OUTSIDE BET

JOCKEY WILSON'S DARTS: It's our bet that this darts game will sneak up the charts.

Code Masters games dominate this month's chart, with *Treasure Island Dizzy* ruling the roost — what's this egg fixation with you punters? Mastertronic, Alternative and Players are also well represented with a batch of original and re-released budget games. On the full-price front, Ocean — quite rightly — feature heavily with their brilliant conversions, with other licenses bringing up the rear.

JULIAN'S TIPS

REAL GHOSTBUSTERS: It's not brilliant — but it's bound to spook the charts . . .
RENEGADE III: It's a safe bet that this excellent beat 'em up will soon be riding high.
VINDICATORS: A great conversion that's bound for the top.
BLASTEROIDS: If this doesn't rock the charts, there's no justice in the world.

OUTSIDE BET

SANXION: We reckon that this blaster could shoot up the charts.

SPECTRUM

1	Treasure Island Dizzy	Code Masters	75%
2	Robocop	Ocean	95%
3	Emlyn Hughes' Soccer	Audiogenic	93%
4	SAS Combat	Code Masters	79%
5	WEC Le Mans	Imagine	83%
6	Operation Wolf	Ocean	91%
7	Dragon Ninja	Ocean	81%
8	Street Gang	Players	78%
9	The Double	Alternative	83%
10	Joe Blade II	Players	80%
11	Werewolf	Mastertronic	68%
12	Knightmare	Mastertronic	69%
13	Adv Pinball Sim	Code Masters	77%
14	Pacland	Grandslam	77%
15	War in Middle Earth	Melbourne Hs	88%
16	Back to Skool	Alternative	87%
17	Double Dragon	Melbourne Hs	56%
18	Big Foot	Code Masters	82%
19	Leaderboard	Kixx	81%
20	In Crowd	Ocean	94%

C+VG STAFF CURRENT GAME OBSESSIONS:

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JULIAN RIGNALL: N.A.R.C. HARD DRIVIN', DUNGEON EXPLORER
PAUL GLANCEY: TYPHOON THOMPSON, DUNGEON EXPLORER
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SLIMED!

See the man (well I say man, dork would do as well) in this photo. See what he's holding? GOODIES! of them, each an every one a spin-off license, promo whatsit based on the hit cartoon series **Real Ghostbusters** (not to be confused with the dodgy Taiwanese copy called, we guess, **Unreal Ghostbusters.**

Examine this man from top to bottom, look at all the jigsaws, globby things, face masks, pens, magazines etc.



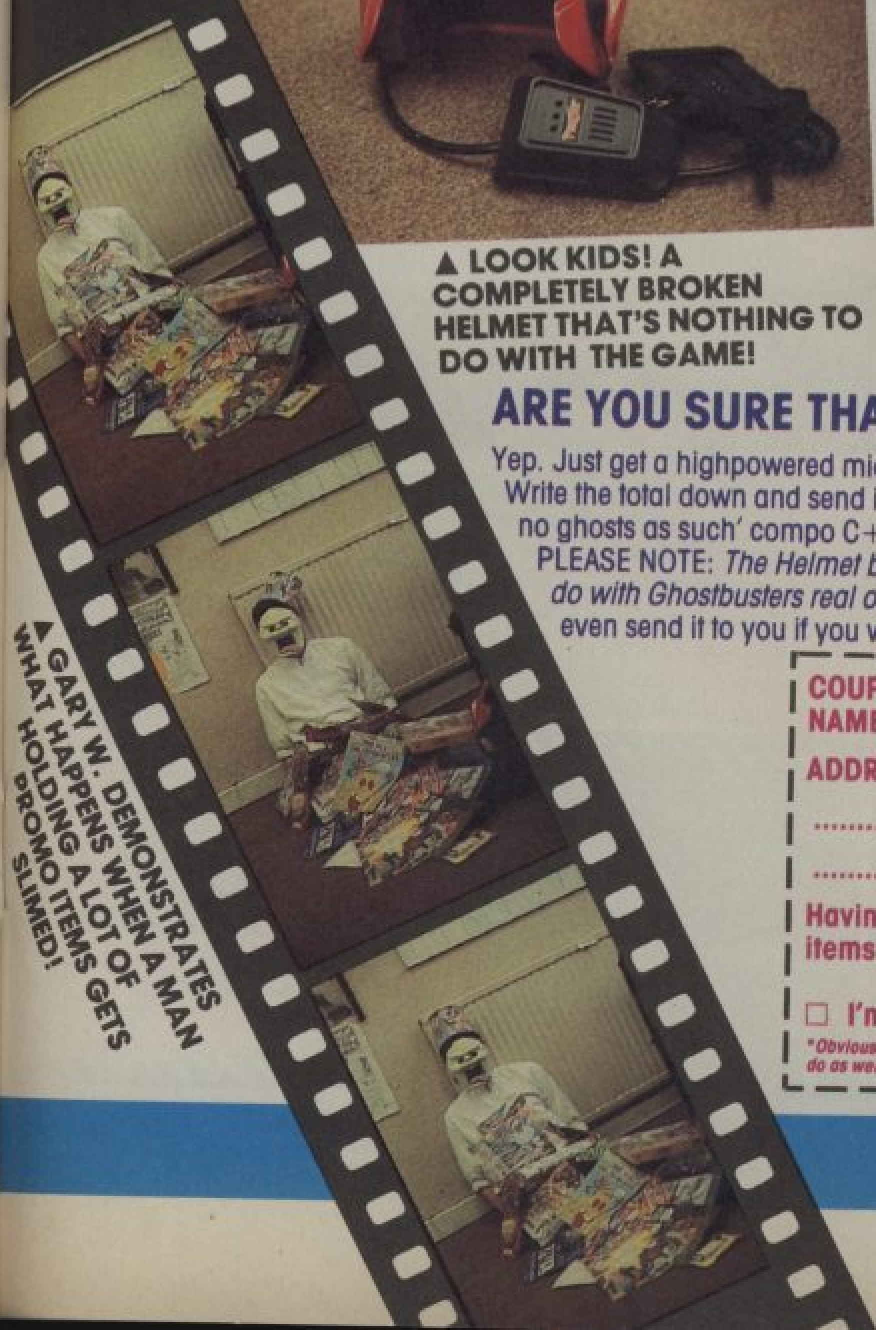
YOU CAN WIN THEM ALL!

All you have to do to win every single Real Ghostbusters thing in th big picture above is to answer the following awesomely simple question:

HOW MANY REAL GHOSTBUSTERS OBJECTS DO YOU THINK THERE ARE IN THE PICTURE?



▲ LOOK KIDS! A COMPLETELY BROKEN HELMET THAT'S NOTHING TO DO WITH THE GAME!



▲ GARY W. DEMONSTRATES WHAT HAPPENS WHEN A MAN HOLDING A LOT OF PROMO ITEMS GETS SLIMED!

ARE YOU SURE THAT'S REALLY ALL THERE IS TO IT?

Yep. Just get a highpowered microscope * and count up the exact number of objects in the picture. Write the total down and send it with your name and address to 'Ooooooh I'm not really afraid of no ghosts as such' compo C+VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

PLEASE NOTE: *The Helmet being worn in the picture is completely knackered and nothing to do with Ghostbusters real or unreal.* It shouldn't be included in your count, in fact we won't even send it to you if you win. (Unless you insist) Closing Date for the Compo is May 16th.

COUPON

NAME ....

ADDRESS ....

....

....

Having examined the picture very carefully I'd say there were .... items in the picture.

☐ **I'm sorry but I want the broken helmet (tick)**

**Obviously this is a joke. You don't really need a microscope to get the number of objects in the picture. An inspired guess would do as well. On the other hand if you were to have a nuclear accelerator . . .*



▲ *Only 50-50 graphics but lots of on screen action info.*

AMERICAN ICE HOCKEY

BY MINDSCAPE

If the Americans take anything more seriously than the obliteration of World Socialism and the establishment of a Macdonalds on every street corner, then that must be their sports.

This huge seriousness about sport is, of course, reflected in the nature of their sports sim software. Compare home grown Match Day to TV Football — one is "pick-up the joystick and bop", the other, "study the manual and think."

American Ice Hockey — coming as it does from Chicago based Mindscape, falls firmly into the latter category, so be warned, this is not the sort of game that you can expect to be instantly playable. The game is part on-ice game-playing, part team management, with, if anything, the balance slightly weighted towards the management functions.

No matter how good your skills with the joystick are, you are never going to win the coverted Sport Time cup by reactions alone. Frontal lobes must be firmly engaged both within the game — by selecting strategies and on-ice players (although you can get the computer to do this for you), as well as the wheeling and dealing of trading players, recruiting new staff, etc. You can't expect to build up a winning team overnight either, so there is a load/save option that you will be using a lot.

This kind of complexity is good/news/bad news. Great if you like that kind if in-depth detail, irrelevant if all you want to do is play ice hockey. Doubly so, considering the implementation of the arcade section of the game.

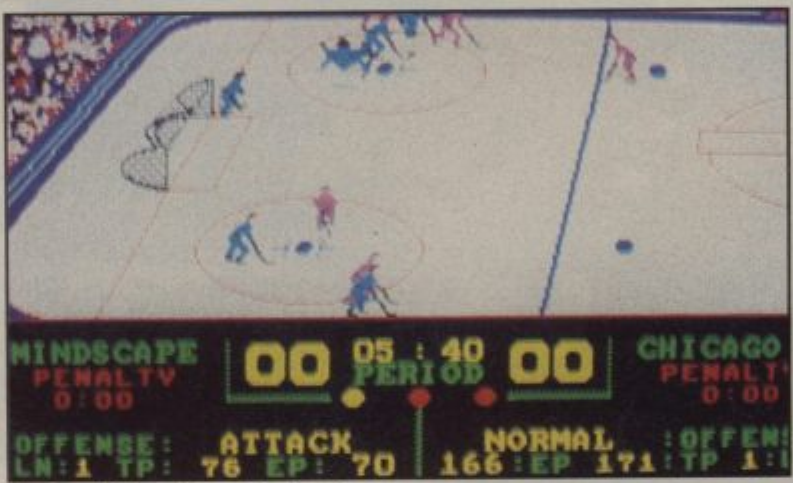
Viewed from an 'in the grandstand' perspective, both your team and the opposition's are a bit stick-like, not overly colourful and do not zoom about the ice at a rate of huge knots. On the upside, the controls are responsive, and the feeling of momentum as you control the Centre (the rest are played by the computer, with an option for the goalie) is impressive.

Naturally, there are options to take out the opposing players, as well as the more conventional moves — but if you do this successfully you stand a chance of getting spotted by the ref and confined to the Sin Bin for a short period of time.

However, the on-ice pands of the game can only be described as competant rather than inspired.

Having said that, considering you have a interesting looking strategy section as an integral part of the game, and you like your prefer your sport sims cerebral rather than relfex, American Ice Hockey is a pucking good game.

JOHN COOK



▲ *Get his legs! Get his legs!*

ST	£24.99
GRAPHICS	66%
SOUND	61%
GAMEPLAY	77%
VALUE	71%

Ice Hockey simulation with heavy emphasis on strategic elements — recommended if you are that way inclined, dull if you aren't. Graphically uninteresting but lots of management elements.

OVERALL 70%

PC £24.99

Probably more suitable for this machine, with all that strategy, but it plays better than you'd expect as well

OVERALL 70%

AMIGA £24.99

Better graphics and sounds don't quite make up for slower arcade section.

OVERALL 67%

CBM 64 £9.99

Ok if you've got a disc drive (disc version £14.99), otherwise loading is tedious.

OVERALL 69%



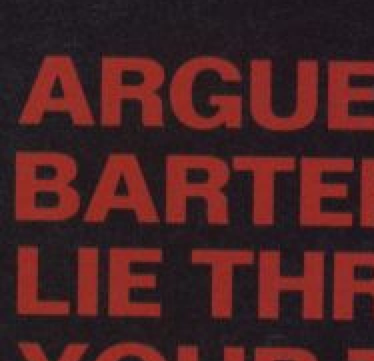
ARGUE! BARTER! LIE THROUGH YOUR TEETH!!!

As the people of the Bloodwych awake to a new dawn, they find a stranger in their midst – from one of many races he has come. His task; to halt the demon that lies dormant within the Castle of the Bloodwych.

Unification of the Crystals of Sanguis will secure the Behemoth in his lair for all eternity. Should they remain separate, then he shall rise to bring darkness into the world.

This unique role-playing fantasy game allows greater interaction with the environment than has ever been seen before. Argue, barter, negotiate – even lie through your teeth! The fully implemented personalities of all the characters in Bloodwych allows a rich style of role-playing that has only been dreamt of.

With one or two player simultaneous mode, this is the game that you've been waiting for. Bloodwych for those that dare!




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▲ BEST GRAPHICS 8 BIT ARMALYTE



▲ BEST GRAPHICS 16 BIT ROCKET RANGER



▲ BEST SOUNDTRACK 16 BIT IK+



▲ BEST SOUNDTRACK 8 BIT BIONIC COMMANDS



▲ GAME OF THE YEAR 8 BIT OPERATION WOLF

GOLDEN JOYS

Earlier on this year we asked you to vote for your favourite 8 bit and 16 bit games. We were swamped by literally thousands of replies which filled so many postbags the only thing that remained visible in the office was a tiny portion of Garry Williams mighty stomach.

THE SORTING

We hired a team of crack minions to open your entries, and count them. Placing thousands of ticks by hundreds of game names, counting and recounting — some didn't last the pace. As one minion collapsed from exhaution another would be prodded into the vacant gap. Weeks went by until . . .

THE RESULTS

C&VG now proudly presents the most definitive, reliable, utterly objective awards the computer industry has ever seen. You made these awards possible. This is what you think . . .

THE AWARDS

BEST GRAPHICS 8 BIT

WINNER: *ARMALYTE from THALAMUS*
RUNNER-UP: *NINJA II from SYSTEM III*

BEST GRAPHICS 16 BIT

WINNER: *ROCKET RANGER from MIRRORSOFT*
RUNNER-UP: *STARGLIDER II from RAINBIRD*

BEST SOUNDTRACK 8 BIT

WINNER: *BIONIC COMMANDOS from US GOLD*
RUNNER-UP: *ROBOCOP from OCEAN*

BEST SOUNDTRACK 16 BIT

WINNER: *INTERNATIONAL KARATE PLUS from SYSTEM 3*
RUNNER-UP: *STARGLIDER II*

PROGRAMMER OF THE YEAR 8 BIT

WINNER: *JOHN PHILLIPS*
RUNNER-UP: *MEV DINK/JOHN TWIDDY*

PROGRAMMER OF THE YEAR 16 BIT

WINNER: *THE BIT MAP BROTHERS*
RUNNER-UP: *JOHN PHILLIPS*



▲ CHRIS TARRENT J.R. AND OCEAN'S GARY BRACEY





▲ LEGENDARY SUPER-STAR CHRIS TARRENT



YSTICKS 1989







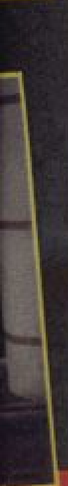
▲ MAGNETIC SCROLLS ANITA

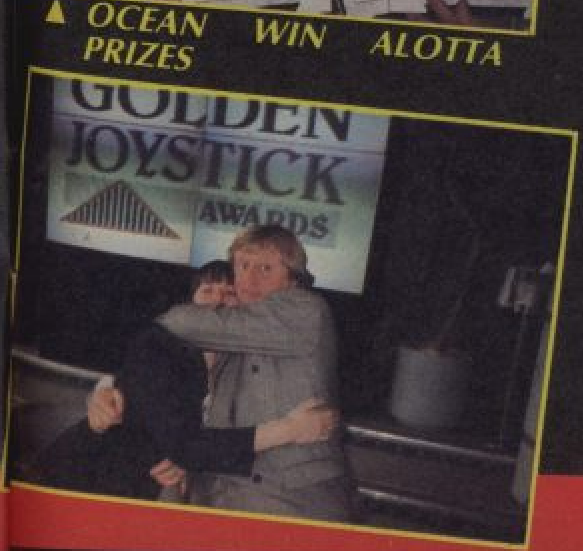
◄ THE MIGHTY BITMAPS





▲ OCEAN WIN ALOTTA PRIZES





BEST SIMULATION GAME 8 BIT
WINNER: *MICROPROSE SOCCER from MICROPROSE*
RUNNER-UP: *PROJECT STEALTH FIGHTER from MICROPROSE*

BEST SIMULATION GAME 16 BIT
WINNER: *FALCON from MIRRORSOFT*
RUNNER-UP: *INTERCEPTOR from ELECTRONIC ARTS*

BEST ADVENTURE GAME 8 BIT
WINNER: *CORRUPTION from RAINBIRD*
RUNNER-UP: *INGRID'S BACK from LEVEL 9*

BEST ADVENTURE GAME 16 BIT
WINNER: *FISH from RAINBIRD*
RUNNER-UP: *CORRUPTION from RAINBIRD*

BEST COIN-OP CONVERSION 8 BIT
WINNER: *OPERATION WOLF from OCEAN*
RUNNER-UP: *R-TYPE from ACTIVISION*

BEST COIN-OP CONVERSION 16 BIT
WINNER: *OPERATION WOLF from OCEAN*
RUNNER-UP: *PACMAN from GRAND SLAM*

THE C&VG CONSOLE AWARD
WINNER: *THUNDERBLADE on the SEGA*
RUNNER-UP: *R-TYPE on the PC ENGINE*

SOFTWARE HOUSE OF THE YEAR 8 BIT
WINNER: *OCEAN SOFTWARE*
RUNNER-UP: *US GOLD*

SOFTWARE HOUSE OF THE YEAR 16 BIT
WINNER: *MIRRORSOFT*
RUNNER-UP: *OCEAN*

GAME OF THE YEAR 8 BIT
WINNER: *OPERATION WOLF from OCEAN*
RUNNER-UP: *NINJA II*

GAME OF THE YEAR 16 BIT
WINNER: *SPEEDBALL OF THE YEAR*
RUNNER-UP: *STARGLIDER II*

The Awards were presented to he winning software houses and programming teams at a prestigious event held at the Roof Gardens on the Sixth April. Show biz celebrity Chris Tarrent handed out the awards and a good time was had by all.



▲ BEST SIMULATION GAME 16 BIT FALCON



▲ BEST COIN-OP CONVERSION 16 BIT OPERATION WOLF



▲ C+VG CONSOLE AWARD THUNDERBLADE



▲ GAME OF THE YEAR 16 BIT SPEEDBALL



▲ GAME OF THE YEAR RUNNER-UP 16 BIT STARGLIDER II

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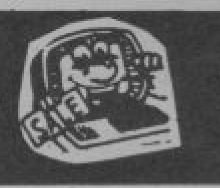
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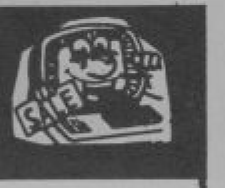
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STEVE DAVIS SNOOKER

BY CDS

Chalk up! If you've ever wanted to play Steve 'Interesting' Davis at a game of snooker, now's your chance. Well, not the real Steve, but a digital version who real thing. And after playing this new snooker simulation I'm inclined to agree. . .

Steve Davis is a traditional computer snooker game in one respect, that the proceedings are viewed from above. There's an options bar at the top of the screen with which you can select the type of game — either ten or fifteen-ball snooker, UK or UK pool, UK billiards or Carom.

There's a one or two-player option, with six levels of computer opponent ranging from novice to Steve Davis, and you can choose whether the human or computer player breaks first. There are also demo, help and practice options and you can also set up trick shots, or replay a shot in slow motion.

The action is mouse-controlled, and the player is able to adjust the strength of the shot and put spin on the ball before aiming the cue, which is done by placing the cursor where you want to ball to go and pressing fire.

And that's it, in a nutshell. *Steve Davis Snooker* is a very [illegible] byt suffers from the same problems as all snooker games with aerial views — it just doesn't feel like snooker! Lining up shots is tricky, and the power bar certainly takes a lot of getting used to. Still, perseverence, as they say, reaps its own rewards.



▲ *Nice break! Just split up those reds a little more.*

The graphics are crisp, but the balls aren't round — they're nearly square! They move smoothly, though. The in-game sound is poor, comprising a little speech and an unconvincing clicking noise when balls collide, but there's a nice piece of digitised title screen music — the theme from the BBC snooker programme.

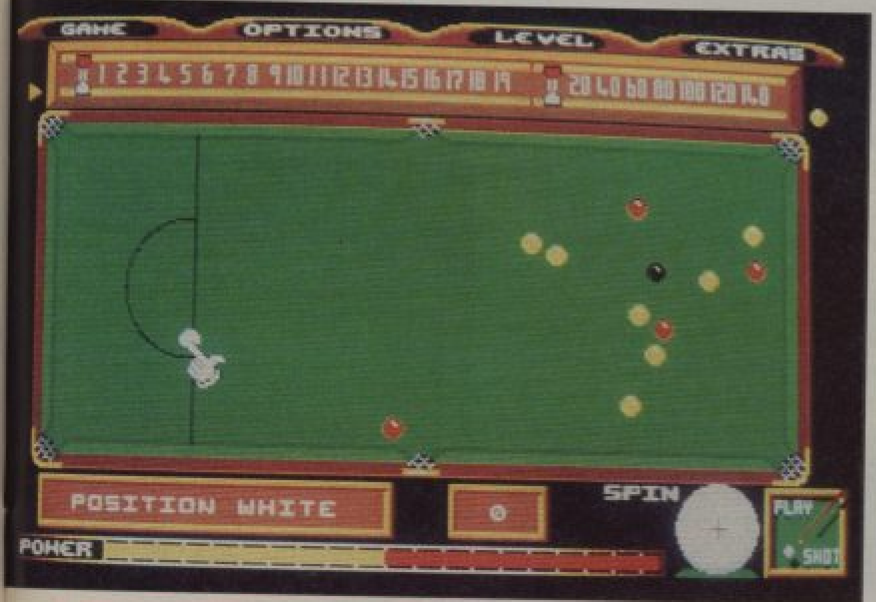
If you're snooker loopy (nuts are we . . .), you're bound to enjoy the challenge of SDS, and with its myriad of options and levels, there's plenty of keep true enthusiasts amused for hours on end. Those who prefer their games more accessible are recommended to try Firebird's *3D Pool* — it doesn't have the options of Steve Davis Snooker, but the action is far easier to get into.

JULIAN RIGNALL



▲ *You even get those funny white gloves. . .*

▼ *If you don't make the shot, Steve will.*



UPDATE

Steve Davis Snooker has been out on 8 bit for quite a while now, and although none have all the options on the 16-bit games, they're just as playable.

ST £19.99

Identical to the Amiga version in all respects, and the same critisism applies.

OVERALL 72%

AMIGA £19.99

GRAPHICS	75%
SOUND	79%
PLAYABILITY	71%
VALUE	61%

A difficult, but brilliantly presented snooker game that's bound to appeal to fans of the sport. Those less enamoured aren't advised to queue up for it.

OVERALL 72%



▲ *We loved those digitized rock graphics . . .*

JOURNEY to the centre of the EARTH

The highly intelligent amongst you will recall that Rainbow Arts is a German based company that has been turning out some not-at-all bad games. That's the good news. The bad news is that it has also been causing poor old US Gold 15 different types of hassle by making some of these games a bit too much like certain other games we could all mention. **(Great Gianna Sisters/Mario Brothers, Katakis (Denaris)/R-Type.**

More good news — there won't be any trouble with **Journey to the Centre of the Earth,** as it's based on a novel by dead French author Jules Verne and is out of copyright.

The scam is that Prof Lindenbrok, his nephew Axel and sherpa Tensing or somebody, have just come back after three months mysteriously away. They claim to have been to the centre of the Earth. Cor!

Now being a sceptical type, you require further proof from them — and persuade them to go back, with you, and show you the way down. (You, by the way, can be one of four scientific types Profs Gunnarson, Bourdon, Rutherford or Rossi — each with different characterstics . . . for instance — Bourdon is a fit but clumsy Biochemist/Minerologist (and a smoker) while Rutherford is a whizz with the rocks, but is old, slow, yet enjoys wine.

Anyway, having made your choice, it's off to the Sneffels Volcano, Iceland and down the 3,000 foot Sneffels Chimney. WHEN SUDDENLY . . . you swap discs and have a 25 second load (ST).

This now brings you to one of the four arcade sequences that you will run into during the game. There is a ramp zig-zagging its way up the screen from bottom right to top left. You control your figure left/right up the screen, avoiding the boulders and rocks which fall, without warning and in great numbers, from the top of the screen. If you get hit, you don't die — you lose a bit of physical strength. Get hit a lot and it's the big Game Over.

If you make it, you find that you have been separated from the rest of the party and now have to find your way on your own to **THE CENTRE OF THE EARTH!** Now, up to now, the game has been bits of sampled sound, good looking digitised screens of vast vistas across the windblown tundra, that kind of stuff. Neat.

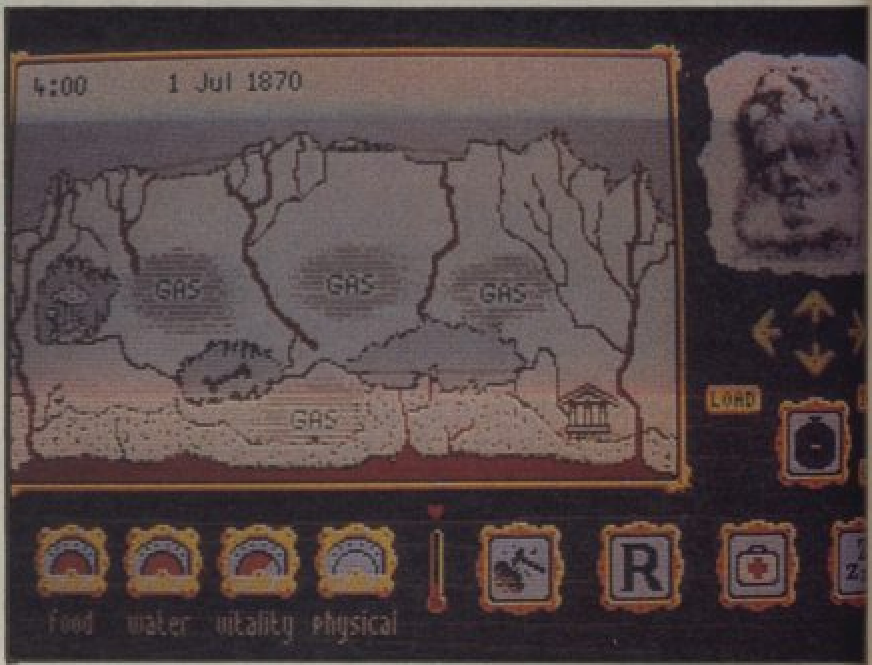
What happens next is the meat of the game — and it's a bit thin. There is a main playing screen with a map of the earth's core on one side, icons along the bottom and a picture of you and movement cursors on the right.

You have to move around the core clicking on the cursors — each move you make takes up time and you get a short text description of the current location. Sometimes a random event occurs — usually bad, sometimes you have to traverse an arcade section (either the rocks, a bit where you have to avoid wolly mamoths stampeding down a narrow passage and a another bit where you beat off Terradactyls with a stick. None of these arcade bits will excite you for the simple reason that they're rather dull.

There's another bit where you wander round the bottom of the screen trying to catch drips of water to replenish your supply, but it doesn't help. There are more digitized pictures but lovely pictures do not a great game make . . .

Great concept — trying to mix strategy and arcade — but JITCOTE is sadly let down by uninspired game play, such that even at £19.99 it probably isn't worth making that epic Journey down the End of the Road to the software shop. Roll on **Outrun Europa!** **JOHN COOK**

▼ *. . . and the nifty maps. But . . .*



AMIGA	£19.99
Same not very wonderful game, but with slightly better looking graphics and some better sound.	
OVERALL	**54%**

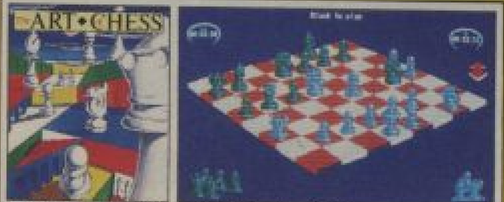
PC	£19.99
Nice looking CGA (for once not using the blue and purple pallate) and decent EGA but deficient in gameplay stakes.	
OVERALL	**54%**

ST	£19.99
Ambitious mix of Strategy and Arcade let down by thin game play. Sampled sound and digitized pics show that Rainbow Arts were trying but there is nothing else of interest to the hardened gamesplayer.	
GRAPHICS	**65%**
SOUND	**60%**
VALUE	**40%**
PLAYABILITY	**47%**
OVERALL	**52%**

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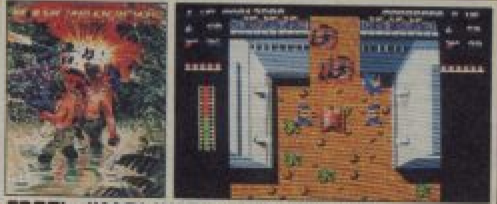

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KICK OFF

If looks were anything to go by you'd be forgiven for writing this football game off before you'd ever got around to kicking a ball — surely a game with characters this small can't be any good. Wrong! Kick Off is probably the most playable soccer simulation in binary history, incorporating fast action, smooth eight-way scrolling and, for better or worse, most of the atmosphere of the real thing.

Those looking for reams of statistics and individually named teams and players will have to look elsewhere, as all that's on offer here is a pair of teams — Red and Blue — competing on a plain pitch for anything between 10 and 90 minutes.

Like a good TV presentation, the game display follows the ball, with a small scanner screen in the top left hand corner showing the rest of the pitch in miniature. A further navigational aid is provided by a small dot which shows the direction of the goalposts.

There are five skill levels (from Sunday League through to International level), four team formations to choose from and the option to compete in a single game (either one or two player) or an eight team league. The League option includes a Save/Load feature.

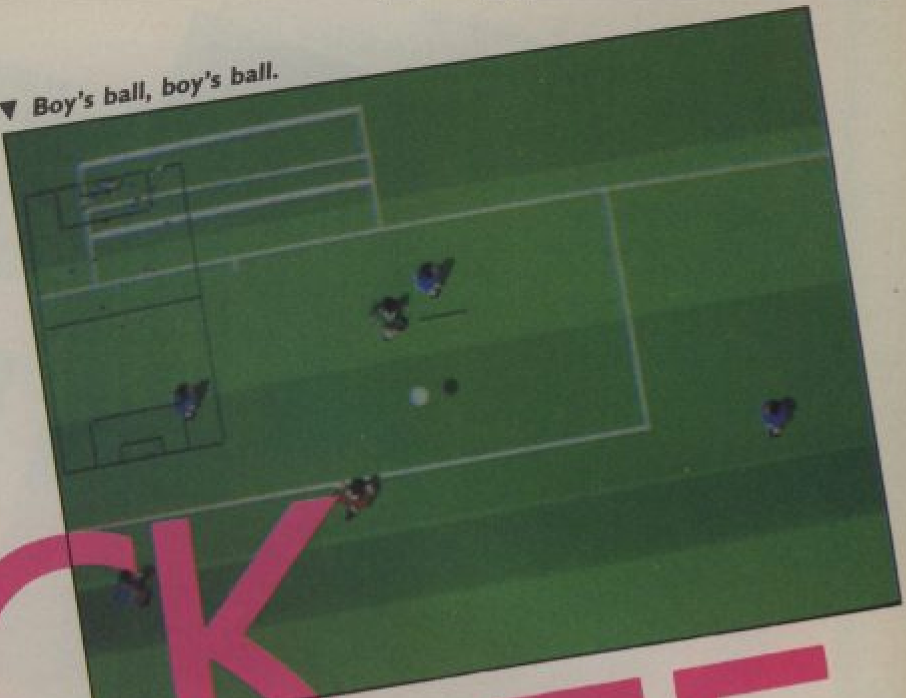
The options available may be little more than you'd expect and the display at best functional, but what makes Kick Off special are its playability and atmosphere — especially when there are a couple of rabid footie supporters competing.

But while there may be a place for a little Wimbledon style aggression, a touch of South American finesse usually wins out — which can mean only one thing . . . practice. Gaining full control of your on-screen charges may seem awkward at first, but the method used is 'instinctive' (a phrase borrowed from the unusually helpful instruction booklet).

The only fault I can find here, and indeed anywhere in the game, is the difficulty attached to manipulating the goalkeeper — but even this is no great problem, as left to himself he'll usually display the cat-like skills usually associated with Peter Shilton or indeed Billy The Fish.

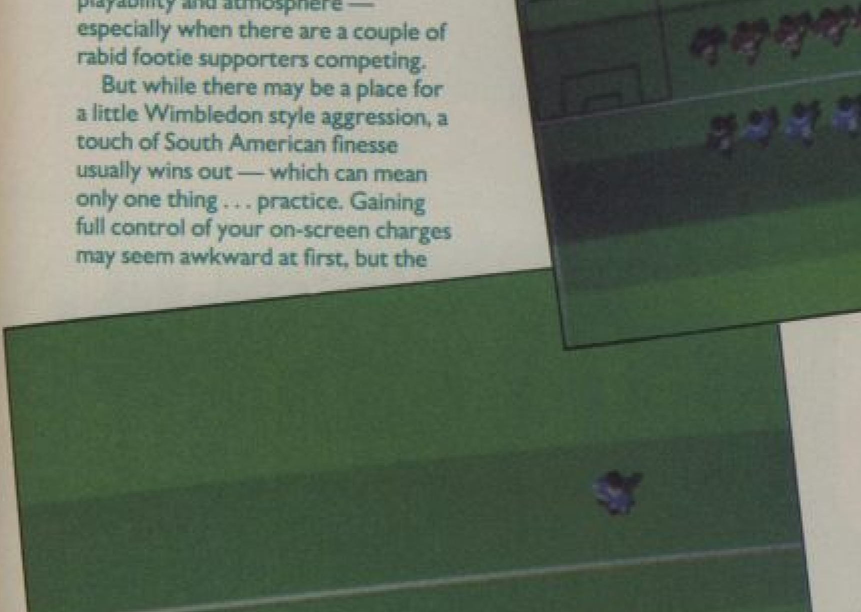
Those who persevere should eventually find their outfield players dribbling dangerously, leaping great heights to head the ball, shooting and passing accurately, stopping the ball dead and performing every tackle in the book — and even a few that aren't! Which brings us nicely onto the subject of the man in black.

▼ Boy's ball, boy's ball.





▲ Get ready!



▲ On the head son.

The usual rules of soccer apply, and there's a selection of 12 referees of varying skill to make sure that they're adhered to. Persistent law-breakers run the risk of being shown the yellow card . . . or even taking an early bath. Whatever the outcome, the player is kept informed by a terse text statement at the bottom of the screen and the time wasted is added at the end of the period.

Realism is the name of the game here, right down to clever and practical methods employed in the game's two 'set-piece' manoeuvres: Penalties and Corners. The techniques behind both can be practised before a match.

Well Brian, football's a funny old game but at the end of the day it's all about winning. The Anco lads gave 110 per cent, played their hearts out and after 90 minutes they've got a result — the lads done marvellous.

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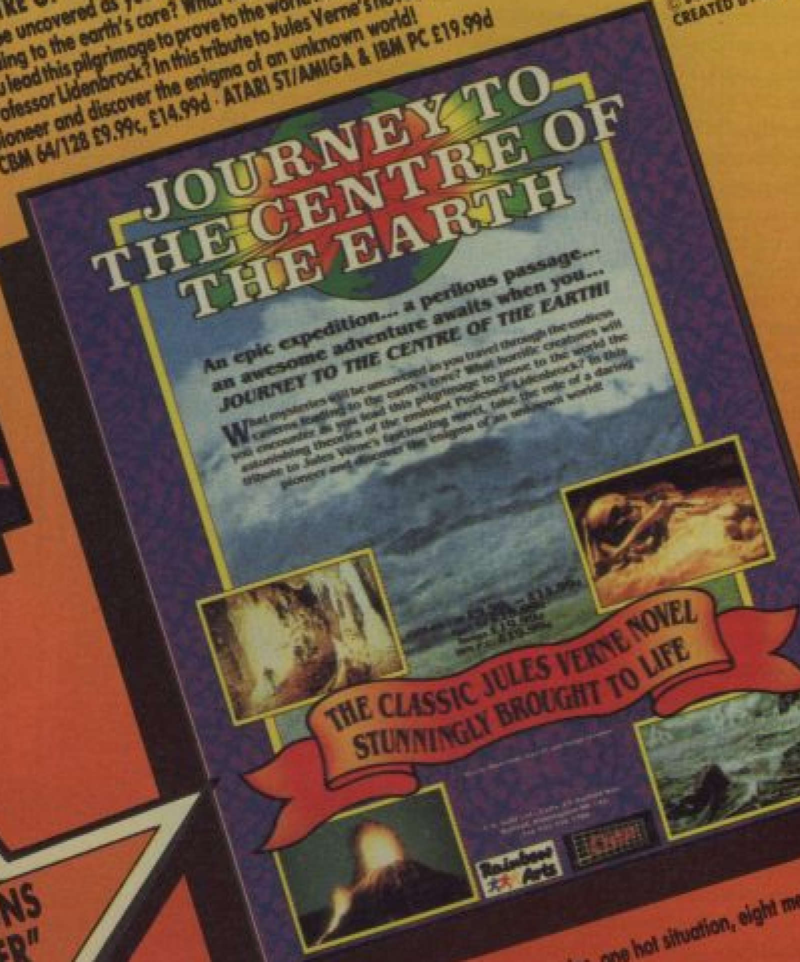
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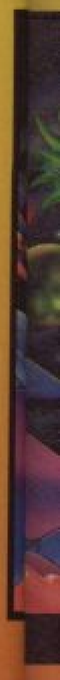
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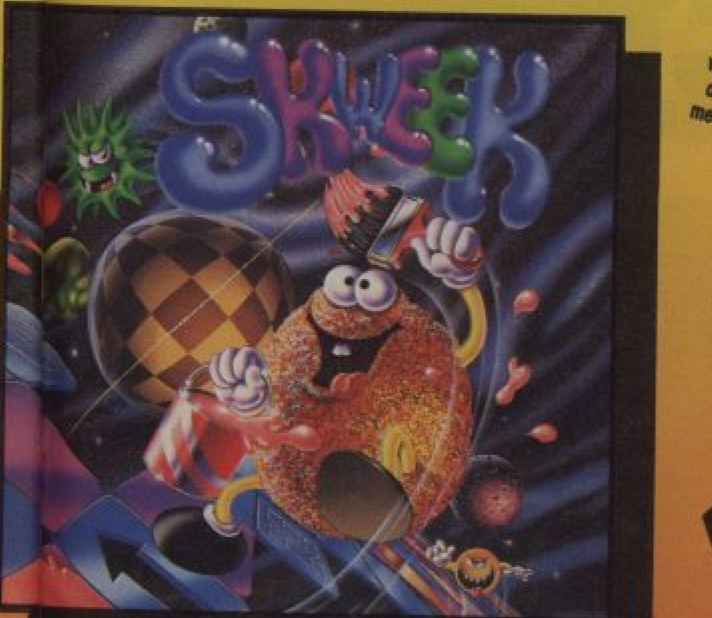
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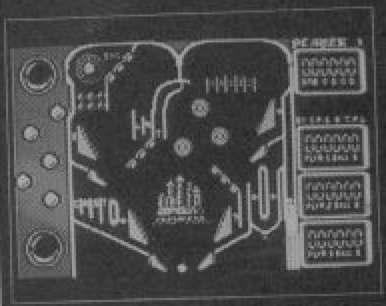
U.S. Gold Limited, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388.

BUDGET

Got a few quid burning a hole in your pocket? Fancy lashing out your spondoolicks on a budget game? Well, don't trust to luck or dodgy quotes on the back of the packaging — read *C&VG's* brand spanking new budget round-up and get the low-down on all the latest cheapies on ALL formats. John Cook and Julian Rignall report . . .

ADVANCED PINBALL SIMULATOR

CODE MASTERS



Advanced Pinball Simulator is, obviously enough, a Pinball Simulation — but not a particularly advanced one. It features a pretty basic table with targets, rollovers and two sets of flippers, but doesn't have anything like multiball, ramps or magnasave.

The fame doesn't play particularly well, so unless you're really suffering from lackofpinballitis, you'd be better off saving your dosh for Time Scanner, or one of the many other pinball games around. .

AMSTRAD £2.99

Unrealistic ball control and lack of modern pin table features result in a lacklustre game.

OVERALL 50%

SUPERNUDGE 2000

MASTERTRONIC



"The best fruit machine simulator I've ever played" says well-known fruity-basher Julian Rignall. Dubious praise indeed.

What does Supernudge 2000 offer? Well, everything yer average one-armed bandit fiend could wish for — nudges, pound banks, super holds and all the other features you'd expect to find on a modern fruit machine. There's a highscore feature for biggest wins, and the game is addictive and enjoyable.

SPECTRUM £1.99

Four reels and plenty of bells and whistles — without the pain of loosing all your cash. Recommended.

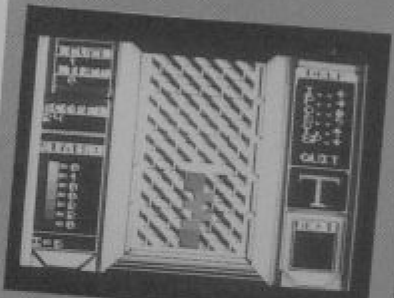
OVERALL 84%

AMSTRAD £1.99

Colourful, but the reels move painfully slowly. Unlike the Spectrum, this version does get a bit tedious.

OVERALL 69%

TETRIS MASTERTRONIC



Tetris started life on a wind-up PC clone in the Soviet Academy of Computer Sciences in Moscow. Since then it's become one of the most converted games in the history of the world, a smash-hit coin-op worldwide, and is to become a hand-held game in the near future.

Why? Well, you tell us, and maybe we'll all become millionaires. But Tetris is laughably simple, infuriating and completely and utterly addictive, challenging both your mind and reflexes to their limit.

It's based on the rotation of shapes as they fall down the screen. You've simply got to slot them neatly into one another to stay alive. Sounds silly, but once you start playing, we bet you won't stop. Absolutely unmissable.

SPECTRUM £2.99

The most playable of the 8-bit games. Totally addictive — a classic puzzle game.

OVERALL 94%

C64 £2.99

Brilliant to play and has a stunning 20-minute soundtrack. Your Commodore shouldn't be without it.

OVERALL 94%

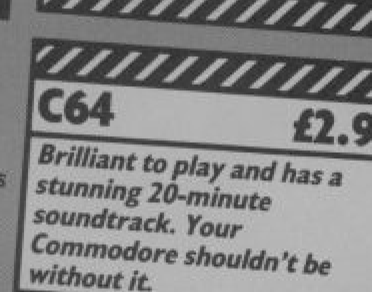
AMSTRAD £2.99

Colourful, addictive and highly playable — the best puzzle game available on the Amstrad.

OVERALL 93%

JOCKEY WILSON'S DARTS CHALLENGE

ZEPPELIN



There are plenty of darts games on the market, but this is the first one to have an official license.

Does that make it a good game? Well, yes. *Jockey Wilson's Darts* is thoroughly enjoyable, with a neatly implemented 501, with head-to-head option, as well as a bonus round the clock game.

The opponents are pretty tough, and the gameplay is challenging and addictive. And, who knows, because there aren't aliens involved, you might even get your crumbly parents to join in. (But don't tell hem we told you).

AMSTRAD

An enjoyable and challenging darts game — the best yet to appear. Definitely worth a go if you're a bit of a darts fan..

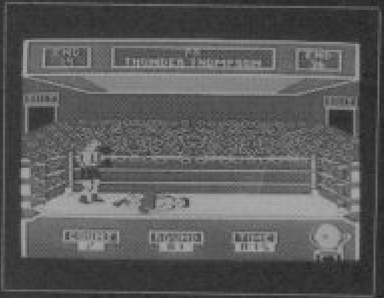
OVERALL 86%

BONANZA

BARRY McGUIGAN'S BOXING MASTERTRONIC PLUS

Mastertronic Plus is, as you might have cottoned on by now, the label that Mastertronic uses to re-run old full price games at budget price. This kind of equates to hardbacks and paperback in the book world. Titles come out in hardback (full price) then afterwards get released in paperback (budget).

Back in 1985, Activision released this one — a boxing game endorsed by the then famous plucky Irish boxer Barry McGuigan. Both the endorsed and the product have faded a little with time, but if you want a competant cheapie sports sim, with a higher than average strategy bit, then come out fighting to get this one.



SPECTRUM £2.99

An excellent boxing game which provides plenty of thrills and spills. Excellent graphics and gameplay.

OVERALL 74%

AMSTRAD £2.99

Better graphics than the Spectrum, and the gameplay is just as good. Highly recommended to boxing fans.

OVERALL 75%

DEATH CHASE

ZEPPELIN



Here's a game that comes from the Spectrum's cobweb-strewn past. *Death Chase* was an early Digital Integration game and appeared way back in 1983. It's got primitive graphics, but still manages to et the adrenalin pumping!

You race a hoverbike through a forest and have to chase after and blow up two renegade bikers who ride similar vehicles to your own. And that's it. It's simple, but the going is fast and furious, with he trees getting increasingly dense, and later levels shifting between night a day scene.s

Limited, but still highly addictive and exhilarating.

SPECTRUM

It was a classic in its time, and the simple and addictive game still holds up today. definitely worth the dosh.

OVERALL 78%

THE HIT SQUAD

CODE MASTERS

Young David Darling describes this as, "Technically brilliant, ultra fast, infuriatingly addictive, MEGA blast 'em up! WICKED!" Then again, he runs Code Masters. We think it's a fairly ordinary flick-screen jump and shoot game in similar style to Firebird's ageing Heartland.

It's not particularly addictive, but nevertheless provides adequate blasting fodder for the money.



AMSTRAD £2.99

Don't believe the hype — this is an average shoot and explore game.

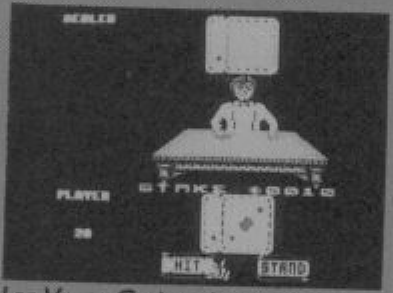
OVERALL 51%

LAS VEGAS CASINO ZEPPELIN

If you can't quite summon up the dosh to make it out to Vegas next year, then you might as well settle for *Las Vegas Casino* the computer entertainment, where you an put your shirt, tie and even Comic Relief boxer shorts, on the line without losing a penny.

Craps, the most addictive gambling game in the Universe, is covered (after a fashion), together with the more traditional Pontoon, Baccarat and Roulette, all under glorious joystick control.

Starting off with £250, your target is to beat the bank and win £50,000 in total. Don't expect it to be easy — as in real life, more often than not you'll be on the street at the end of the evening without a penny to your name. Fun, if you like that sort of thing.



Las Vegas Casino gives you the thrills without the spills. Can't be bad.

C64 £2.99

Colourful and addictive. Those who enjoy gambling games should be in their element here.

OVERALL 66%

FULL THROTTLE ZEPPELIN

SPECTRUM £1.99

It's fairly playable, but won't hold your interest for long. Try it only if you're desperate for a bike race..

OVERALL 51%

Considered a classic in its time, this ageing Digital Integration game looks decidedly ropey by today's standard.

There are ten tracks to race around and plenty of opponents to overtake and bump into, but the controls are slightly sluggish, and there's attribute clash a-plenty.

If you're really after a motorbike game, save up your dosh and try *Super Hang-On* or *Enduro Race*. If you're short of cash, you could always try *Super Cycle*, but that's only marginally better.




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The first two, Total Eclipse and Dark Side, are already here. So look out for the new status symbol.
MICRO STATUS
MicroProse Software, Unit 1, Hampton


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▲ The Crack Down squad.

WELCOME TO A NEW LOOK ARCADE ACTION WHICH WILL GROW OVER THE MONTHS WITH MORE GAMES AND MORE INFO. THIS MONTH WE TAKE A LOOK AT SEVERAL HOT NEW TITLES INCLUDING A GAME WITH NO NAME . . .

CRACK DOWN



▼ Brilliant two-player action.

Full marks to Sega, who've produced yet another very interesting game. *Crack Down* is a split screen game where one or two players charge around a section of a city, placing short fuse bombs to destroy the invading enemy.

Viewed from the air, you look down on a cut away section of a city. The layout of the streets resemble a maze and a map at the top of the screen shows exactly where you are. It also marks the areas where bombs have to be laid with a big red X.

A box at each side of the main map tells you what weapon power you have, how many bombs have to be placed and such vital information as whether you are secret agent Ben or special agent Andy. Rubbish names, eh?

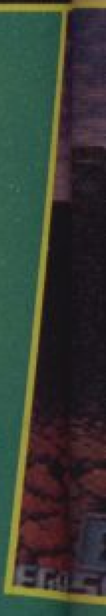
The playing area is a magnified section of the main cap. This give you a chance to meet the enemy face on, shoot him dead, or if you haven't any ammo left, kick him down.

Ammo and weapons run out really quickly. Pick more up en route if you can. The enemy tend to shot up the middle of a street, so if you've run out of firepower slide along the wall and creep up on him for a bit of one-to-one combat.

Once you've planted the necessary bombs, make a run for the exit before they explode. And then it's onto the next level which is harder — more enemy, more bombs and a greater challenge.

Crack Down is really enjoyable. The sprites are very small but they're detailed, and it doesn't detract from the gameplay.

GRAPHICS	70%
SOUND	65%
VALUE	70%
GAMEPLAY	80%
OVERALL	75%



BAY ROUTE

Bay Route Could that be a play on the battleground of Beirut?

This offering from Sega/Sunsoft in no way matches *Crack Downs* playability. The impressive title scene has you screaming in to the war zone in a jump jet.

Then the game starts as you leap out of the cockpit, cock your shotgun and steam into attack with a cry of 'Let's Go'. Your briefing is to infiltrate the enemy. The briefing obviously forgot to remind you to do this in stealth.

A panel at the bottom of the screen displays four weapons — shotgun, grenade, flame thrower and a spitting projectile which sprays in four directions when it hits an object.

The first section covers pretty rough terrain, next comes the airfield where an enormous wreck of a passenger jet lies. You have great fun dodging around this while this trying to bring to earth a gang of jetmen. As these soldiers have the advantage of flight, it's not as easy as it sounds.

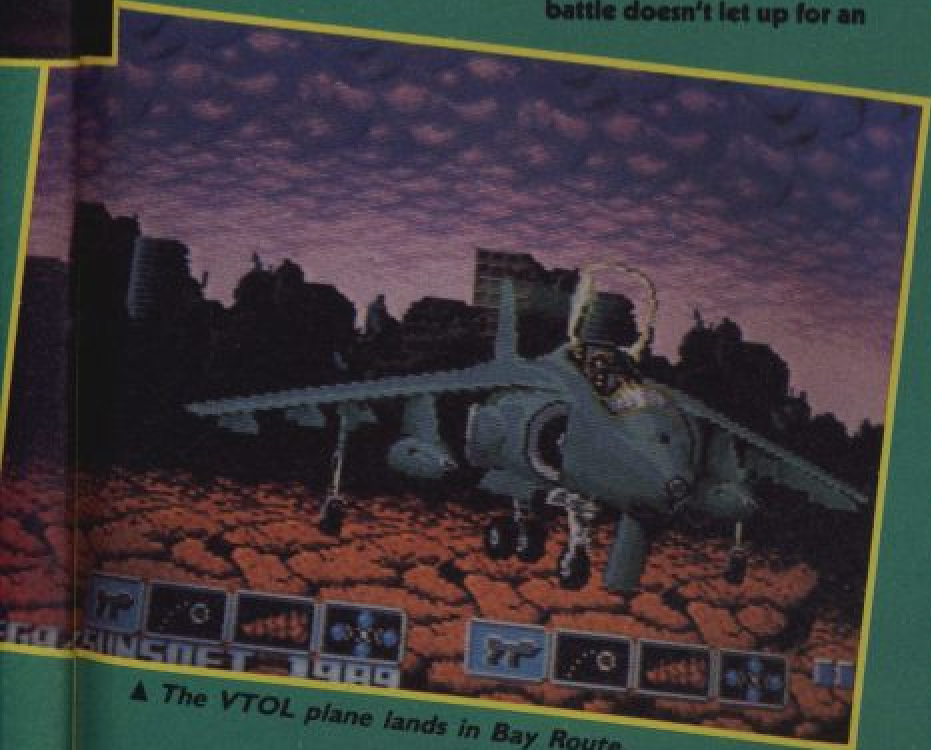
Then it's into an underground bunker, choc-a-bloc full of machinery. Watch out for the lumps of metal on chains. These are suspended above you and drop and flatten you given half a chance.

Motor cyclists hit you next and come whizzing in from the side of the screen to attack. The battle doesn't let up for an instant, and if you've got a two-player game going it's marginally more fun.

Bay Route is quite difficult to play. Not in the sense of mastering the controls, but in staying alive long enough to do the enemy some damage.

▼ *Pretty standard stuff.*





▲ *The VTOL plane lands in Bay Route.*

GRAPHICS	80%
SOUND	70%
VALUE	70%
GAMEPLAY	69%
OVERALL	72%

GAME WITH NO NAME

Fighting games, punch 'em ups and the like are two-a-penny at the moment, but there's got to be something about this new game (so new it hasn't got a name yet) that's pulling the crowds.

Taking a turn at the controls meant joining a queue.
A one or two-player with a couple of muscular heroes bashing their way through hoardes of thugs and an assortment of deliquents.

The controls take a bit of mastering as there are three fire buttons which hit in combination to produce punches, kicks and jumps. Shaking the joystick from side to side wriggles out of headlock and lets you get up when you've been KO'd.

I think the whole theme of the game can be summed up by the brief instructions which say, "How to beat the Punks — Smash 'em." Well, that says it all.

To give you a fighting chance, pick up the weapons which the thugs drop — a knife, steel pipe or gun. These last only as long as you remain on your feet, but you can pack a hell of a wallop with the steel pipe.

There's an element of silliness here too — something I like and found quite surprising. Get on the wrong side of a steam roller and you're literally ironed as flat as a pancake. Very much in the Tom & Jerry cartoon style.

You're going to have to work hard at this game. I's a challenge and, once you've got the hang of the controls good fun, the graphics are reasonable and so is the sound — the gameplay is above average. Noting new, but it has the edge on similar games.

GRAPHICS	70%
SOUND	65%
VALUE	70%
GAMEPLAY	70%
OVERALL	69%



▲ *Trash the punks in the un-named game.*

PREHISTORIC ISLE



▲ *The mission details unfold.*

Bouncing Brotasaurae and vast, terrifying swarms of Terradacty (do they swarm?) take the place of the usual massed squadrons of aliens, in Prehistoric Isle. Well, sort of Prehistoric — there is an aeroplane in it . . .

SNK has really put its creative mind to work and come up with a game that's a little bit different. The basic idea of flying up and down blasting everything in sight remains the same, but the nasties come straight from the mists of time.

So grab those controls and get ready for a challenging and very fast blast 'em to bits. Picture the scene — in the background is dense jungle, all seems quiet when suddenly the peace is shattered by a herd of scaly Brontasaurae and a small gang of irate cavemen.

Hit that fire button and let rip. The cavemen leap up trying to grab your plane and the ponderous Bronts almost bounce into your fight path! There's no time to blink — out of the wide Blue yonder roar flocks of Terradactyl swarming to attack. These rapidly moving targets are more difficult to put out of action.

However, there's a bonus waiting for you if you can pick it up. A huge egg floats through the air, shoot it and pick up the power symbol for extra weapons, speed and money points. And boy do you need the firepower when it comes to the end-of-level nasty.

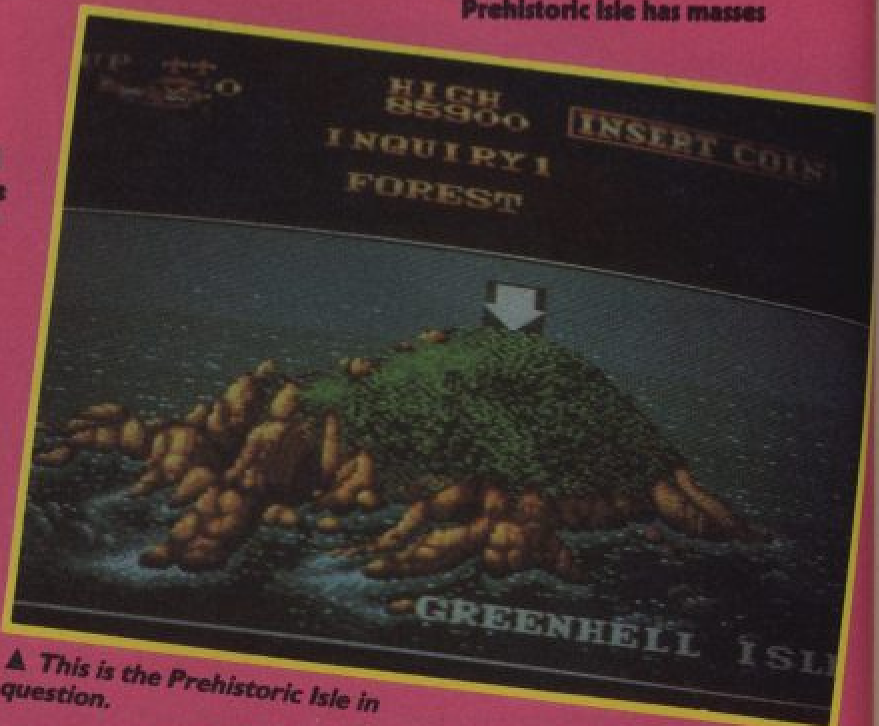
The boys at SNK have really gone to town on the graphics and if you've never met a real live Brachisaurus you're about to now. It dominates the screen with a huge snake like neck on a massive body — it reminds me of the Loch Ness monster. Gaping jaws, masses of teeth and the ability to snatch your plane out of the air and munch

After that there's no going back, and I had to go on to see what the next level had in store. And I wasn't disappointed. T-Rex makes an appearance and as well as another monster with a name as long as your arm. You fly through a sea and cloud scape which moves behind you at an incredible speed. More Terradactyls here. Then down to sea level for a quick blast at some killer sharks.

At the end of this level is a massive armoured Anclyosaurus which trundles along and lashes out at your flimsy little aircraft.

Prehistoric Isle has masses going on, lots of action and very rousing soundtrack. A thoroughly enjoyable game.

CHECK IT OUT!

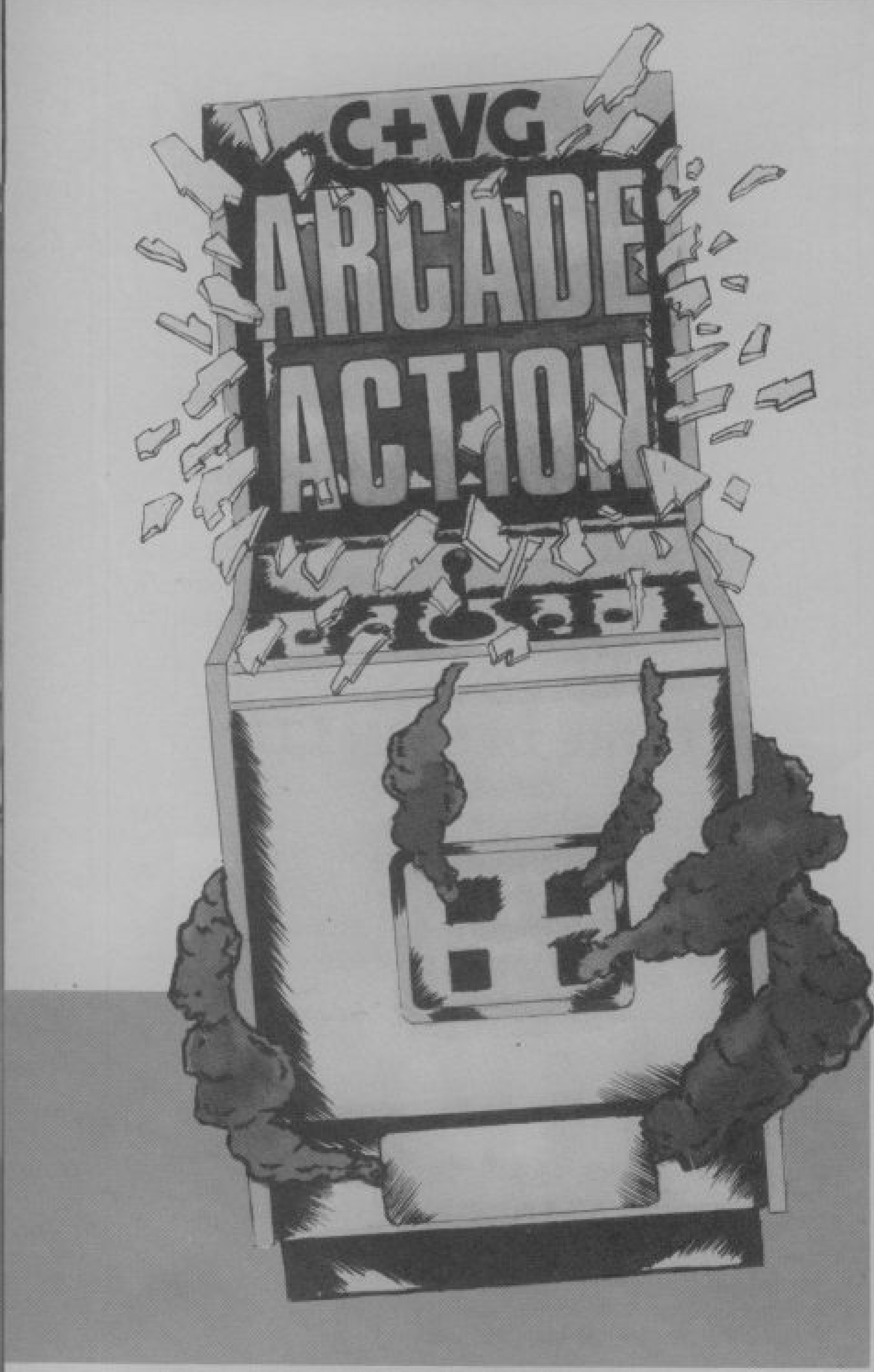


▲ *This is the Prehistoric Isle in question.*



▲ *Bomb and blast those poor dinosaurs.*

GRAPHICS	87%
SOUND	70%
VALUE	80%
PLAYABILITY	85%
OVERALL	81%



ARCADE HIGHSCORES

Welcome to the Official UK Arcade Highscore table, where Britain's greatest arcade aces get the chance to show off their top scores. If you're a potential champ and can score even higher than the players below, why not send in your scores on the back of a postcard or sealed-down envelope to: ARCADE HIGHSCORES, C+VG, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. If you've got any hot tips, send them in too — there are C+VG T-shirts and bundles of software on offer for the best tips. Send your tips to the above address, and mark your envelope 'ARCADE TIPS' — and don't forget to state which computer you own.

AFTERBURNER
18,973,210 J Wallace (JAU), Staveley.

ARKANOID
1,341,700 Chris Ford (CAF), Lancing, W Sussex.

BLACK TIGER
2,100,050 David Lashley TUF), London.

CABAL
2,390,000 David Lashley (TUF), London.

CHASE HQ
9,546,300 R Thompson, Tamworth.

DOUBLE DRAGON
98,310 Jake Steven, Cranfield, Beds.

NARC
1,640,000 Julian Rignall (JAZ), Brighton.

OPERATION WOLF
616,000 Chris Rogers (COJ), Stanmore, Middx.

OUT RUN
56,011,310 J Wallace (JAU), Staveley.

POWER DRIFT
5,798,625 Morris Wilson (BMW), London.

ROADBLASTERS
1,560,000 Stu, Melton Mowbray, Leics.

ROBOCOP
2,550,000 David Lashley (TUF), London.

ROCK 'N' RAGE
9,999,900 Jake Stevens, Cranfield, Beds.

SHAO-LIN'S ROAD
9,400,200 Chris Ford (CAF), Lancing, W Sussex.

SIDE ARMS
1,846,800 Mark Boreham (BAD), Sudbury, Suffolk.

SPLATTERHOUSE
232,000 Martin Deem, Portsmouth.

STRIDER
128,200 David Lashley (TUF), London.

TETRIS
172,600 Julian Rignall (JAZ), Brighton.

THUNDERCROSS
1,835,560 Jake Stevens, Cranfield, Beds.

TOOBIN'
10,550,495 Martin Deem, Portsmouth.

VINDICATORS
419,900 Huo Li Lam (DRY), Leicester.

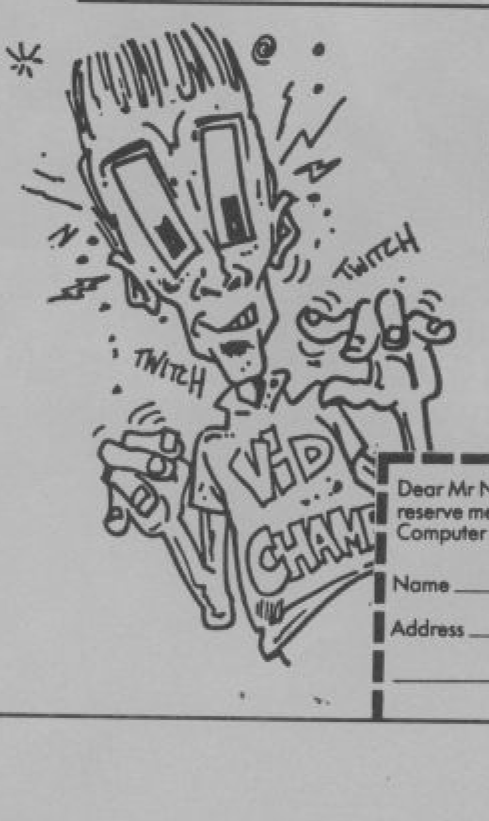
WARDNER
12,025,275 Paul Stokes (PJ), Aberdare.

THE C+VG ARCADE CHART

These are C+VG's current favourite arcade games — and a definitive at-a-glance guide to the hottest coin-ops around.

1	NARC	WILLIAMS
2	HARD DRIVIN'	ATARI
3	TETRIS	ATARI
4	OPERATION THUNDERBOLT	TAITO
5	GHOULS 'N' GHOSTS	CAPCOM
6	METAL HAWK	NAMCO
7	CYBERBALL	ATARI
8	SPLATTERHOUSE	ATARI
9	NEW ZEALAND STORY	TAITO
10	ROBOCOP	DATA EAST
11	STRIDER	CAPCOM
12	THUNDERCROSS	KONAMI
13	DOUBLE DRAGON II	TAITO
14	APACHE 3	TATSUMI
15	IKARI III	SNK
16	CHASE HQ	TAITO
17	SAINT DRAGON	DATA EAST
18	IMAGE FIGHT	IREM
19	MISSING IN ACTION	KONAMI
20	SUPERMAN	TAITO

Get It!! Before It Stonks Off!!

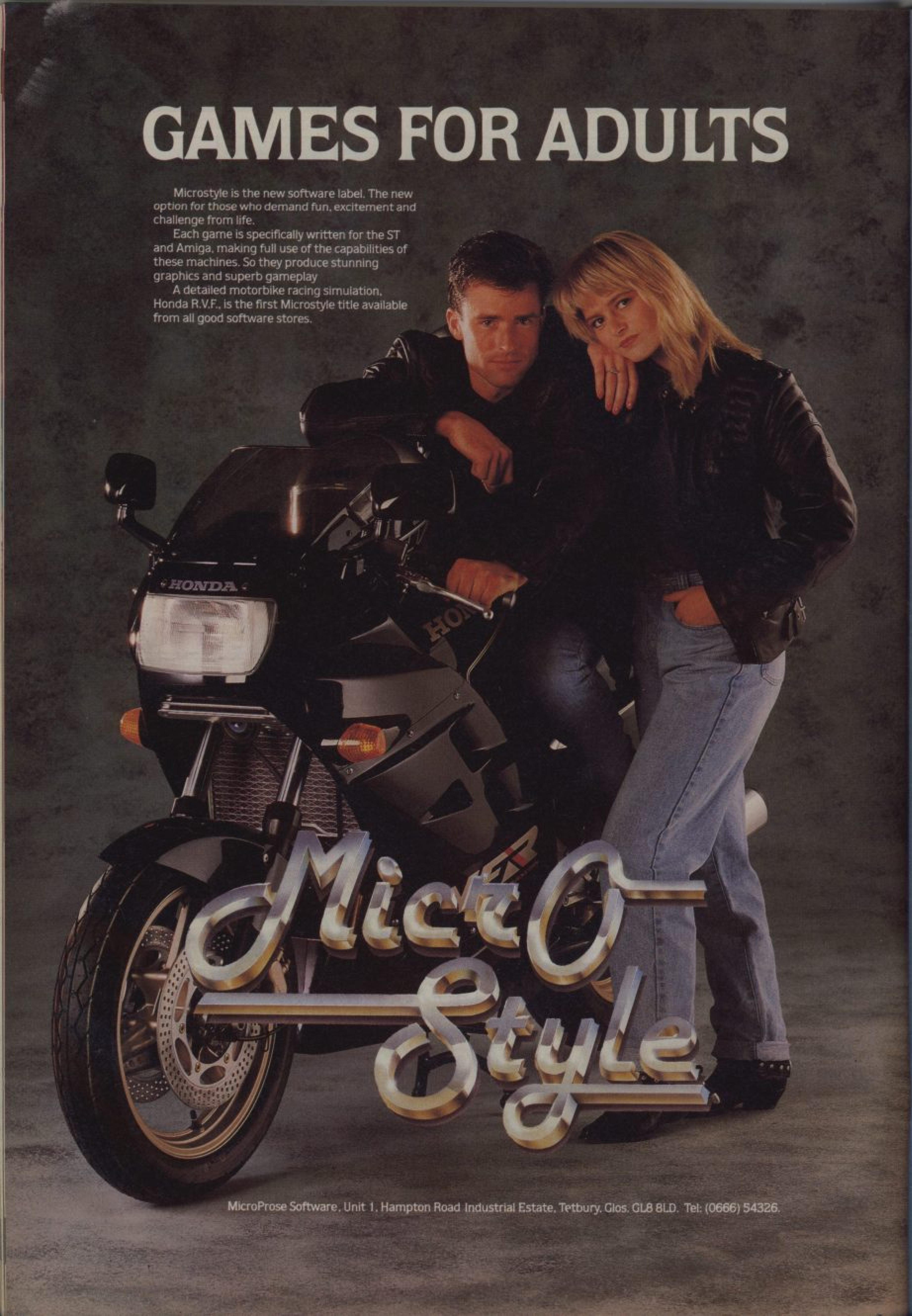


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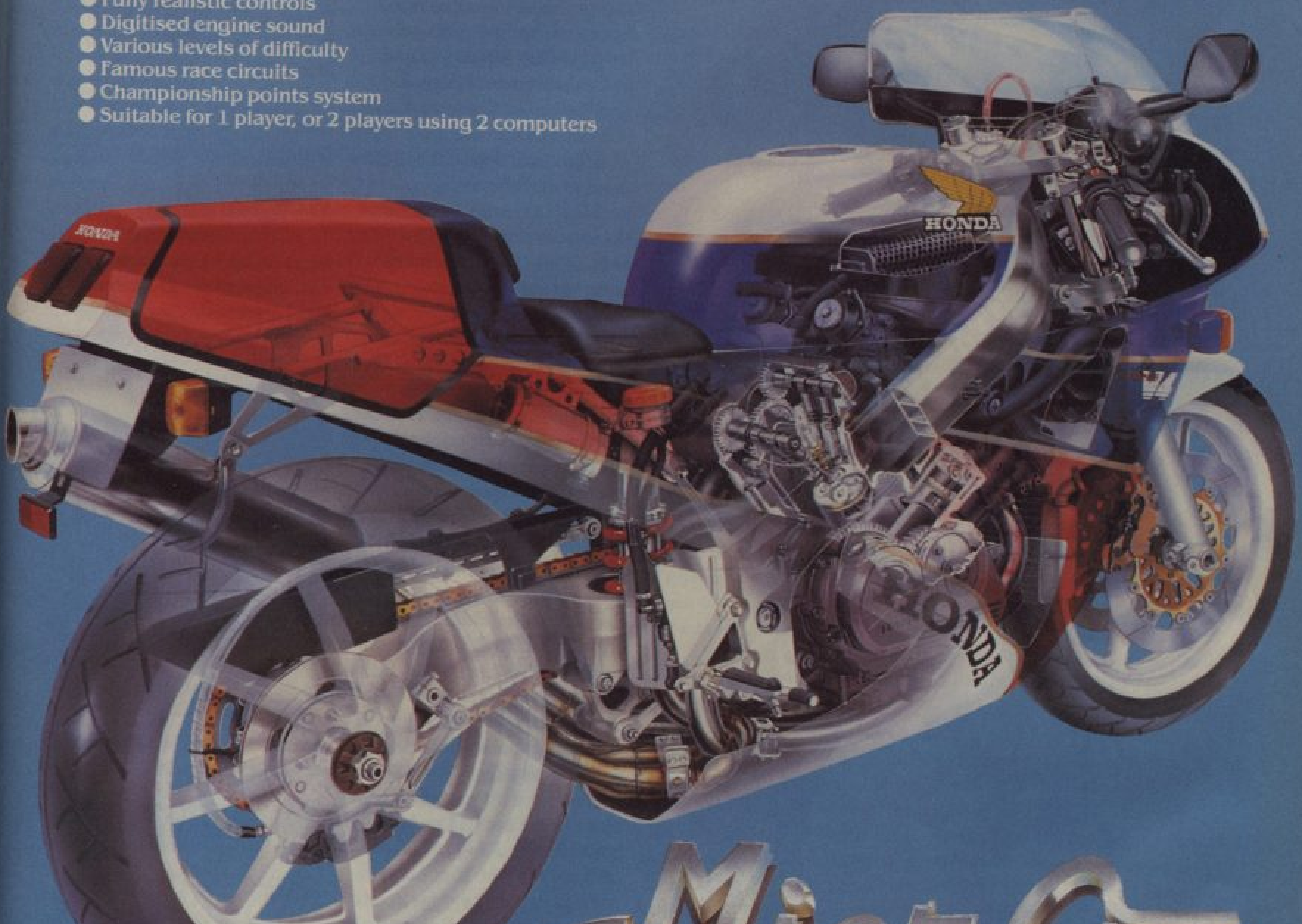

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A detailed motorbike racing simulation, Honda R.V.F., is the first Microstyle title available from all good software stores.
HONDA
MicroStyle
MicroProse Software, Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8LD. Tel: (0666) 54326.

RVF

HONDA

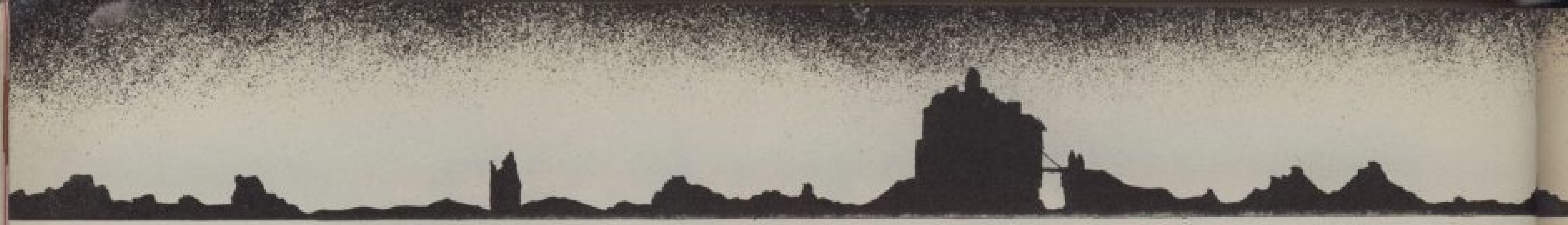
A Thrilling Motorbike Racing Simulation.

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- Famous race circuits
- Championship points system
- Suitable for 1 player, or 2 players using 2 computers



MicrO Style

MicroProse Software, Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8LD. Tel: (0666) 54326.



AD

Welcome to a new style of Helpline. We're planning to pack in even more information on your favourite adventures and role playing games but as you'll see we've dressed things up a bit . . .

Hope you like the new look, let us know. Meanwhile on with the tips . . .



With the current output of 16-bit adventures, there are very few new decent quality cassette adventures for the 'old' machines like the Spectrum and 64. This gap is largely being filled by 'home grown' adventures, usually *Quilled* or *GAC*ked.

Seems like Sean McCutcheon is just about to have an embarrassing accident! "How do I get rid of the man in the toilet?" he asks. Well, we deal with all sorts of problems in the Adventure Helpline, but this one, from *Cricket Crazy*, has us beat!

Harvesting Moon is also bugging Sean. He can't kill the witchmaster, can't open the big door near the fire, can't get the cross from the altar, and is searching for a spanner.

David Portman of Stourbridge is in a spot of bother. He can't get across the gap in the bridge, in *Rigel's Revenge*. Every time he tries, he falls and dies. My question is this: Is he doing something wrong before he gets to this point, or is there, as rumours suggest, a bug?

Now here's a problem that's close to my heart! I've just been playing *King's Quest III* seriously for the first time, and not getting very far at all. Not even as far as Robert Goddard of Kidderminster, who has got everything he needs except the amber stone, but can't start to make any spells, even though he knows where to do this. Me, I can't even find the witch's wand, nor get half of the ingredients! Who can help us both out?

ADVENTURE CLUES

Help came this month from: *Richard Jamieson, Rothes; David Lam, NSW, Australia; Mark Rooney, Belfast; and Colin Hayward, Tottenham;*

BEYOND ZORK:

Give the sea chest to the monkey grinder.

WOLFMAN:

To kill the monster, wait eight times as he moves towards you. Then go west four times, howl at the rockface, and go east to kill it as Wolfman.



SMASHED:

Take the cat into the chopper, switch it on, and pull the joystick.

QUEST FOR THE GOLDEN EGGCUP

Put all useless items in the tree

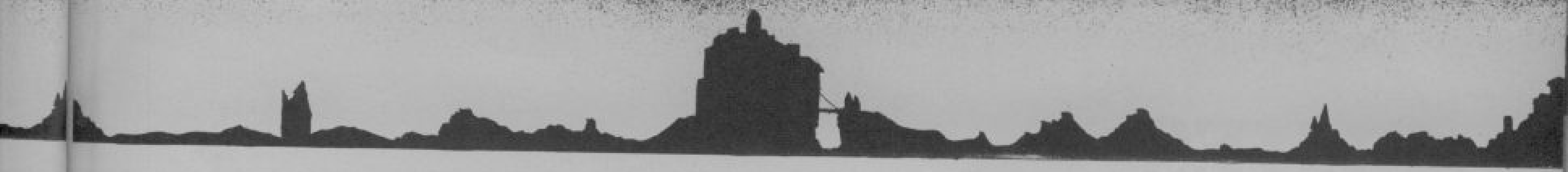
JACK THE RIPPER:

Examine the knife closely — you will need part of it before the end of Part 1.

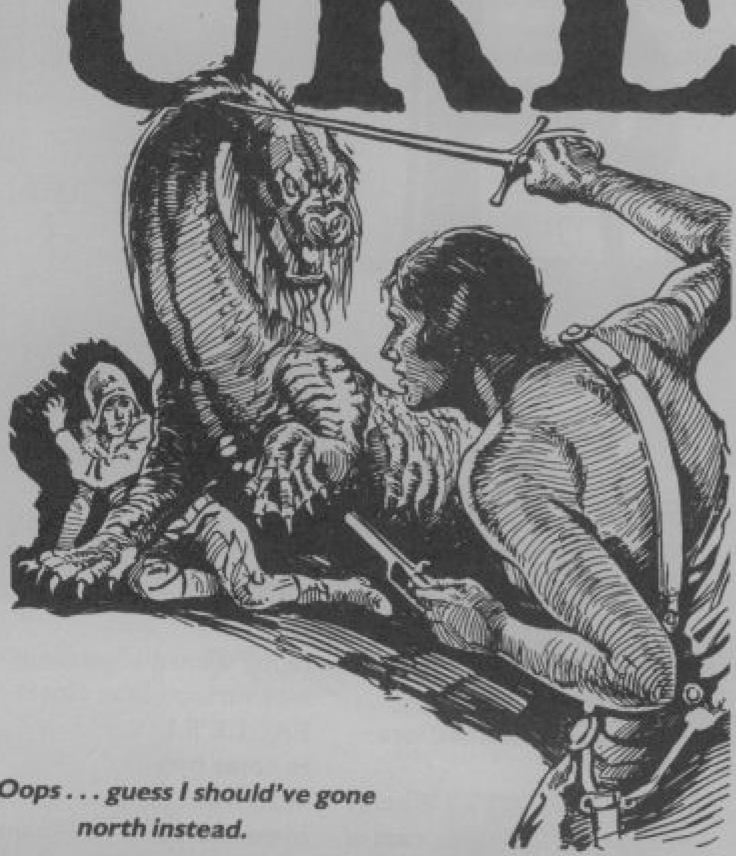
Behead the French doll, and remember what you saw in the mirror.

DRACULA:

Before climbing down to Dracula's room, wait.



VENTURE

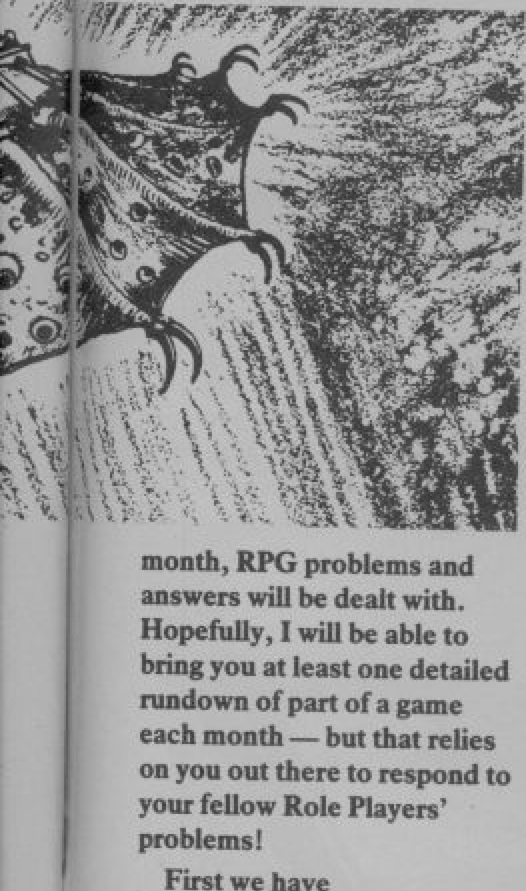


▲ *Oops . . . guess I should've gone north instead.*

FRANKENSTEIN:
Don't forget the picture of your parents before leaving home.

ROLE CALL

Welcome to the first edition of Role Call! Role Playing Games are similar to Adventures, but different inasmuch as to give help for an RPG is more often a matter of describing strategy at length, rather than listing fairly concise clues, cryptic or otherwise. So Role Call is an extension of the Adventure Helpline, in which, each



month, RPG problems and answers will be dealt with. Hopefully, I will be able to bring you at least one detailed rundown of part of a game each month — but that relies on you out there to respond to your fellow Role Players' problems!

First we have *Dungeonmaster*. Who can come up with an answer for Michael Howes of Tamworth, who is stuck at the bottom of some stairs, facing a red plate with a keyhole, and some strange markings? Michael's problem is that he has neither the key, nor a clue where to find it! He has also been asked: 'When is rock not rock?' and wonders what the answer can be?

Alan Hughes of Warrington is standing by some iron gates leading to Mangar's Tower, clutching a silver square and a silver triangle, wondering how to get through, and what to do with them, respectively. His problems are in *Bard's Tale I*.

Now for the goodies! Here's some help for those stuck in *Ultima IV:* The codex of ultimate wisdom is in the Great Stygian Abyss. To get in you will need Bell, Book, and Candle; the word of power; the key of three parts; the evil skull of mondrain; and the wheel.

And here, in detail, is everything you wanted to know about Arboria in *Bard's Tale III,* but were afraid to ask, with many thanks to Jim Laver, from London Colney in Herts. Jim, like many others playing *Bard's Tale III*, is now trying to get through Gelidia, where he can't discover how to use the lever, nut, bolt, or spanner. Who can return the favour, and help Jim out?

BARD'S TALE III — ARBORIA

Go to the Twilight Copse, 78-9W of the refugee camp, and cast the Arbo Spell. On arrival in Arboria, go to the city of Ciera Brannia, and find the Wizards Guild. Buy the Gill spell, and then head for the fisherman's hut 4N-6W of the city. Whilst in the city, a visit to the Elven King might be useful.

Go into the lake, and fill at least two containers with Water Of Life from the spring. Get an acorn from the oak trees, and proceed to Valerian's Tower. On the third level there is a large stone disk with an engraving of an oak tree with another stone disk. Plant the acorn and water it with the Water Of Life, and it will grow, taking the stone disk with it, giving you entry into the next level.

Get the Nightspear, and go to the Festering Pit, 3S-3E of the city. Find Islotha on the second level down. When you find him, hide your rogue in the shadows, so he can use his critical hit capability. You may lose some of your party in the ensuing fight, but don't worry about it. If your rogue dies, then run, and if you can, bring him back to life, for without a rogue in the shadows, Islotha can't be beaten!

As Islotha dies, his life force will be collected in the Nightspear. Get Islotha's head and heart, and take the head to Elven King, who will grant you access to the Sacred Grove. Once there, find Valerian's tomb, but be warned — the eternal flame will burn you. Inside the tomb, put Islotha's heart in the bowl in the cavity of Valerian's body, and pour Water Of Life onto it. The heart should start beating, and a secret door will be revealed. Go through until you find the tomb with frescoes on the wall, and get the Bows and Arrows of Life. Leave the grove, and return to the city where you started, where the ground is very worn, and cast Enik to return to Skara Brae. Go to the Review Board for your bonus of 60,000 experience points, and your next mission.

Note that only a Chronomancer can cast dimension spells. He can learn them by talking to the old man at the Review Board, and should learn the next dimension's spells after each mission is completed.

CLUES



▲ Bards Tale III — source of a thousand questions!

BEYOND ZORK:

Give the sea chest to the monkey grinder.

BARD'S TALE III

ACORN — Where?
Get it from the oak in Ciera Brannia.
FESTERING PIT — Where?
Three South and three east of Arboria city gates.
GREY TOWER IN GELIDIA — To enter
Cast INWO, WIHE, and FOFO.
NIGHTSPEAR — Where?
Go up from the stone disk.
RIDDLE — To start Level 3 dungeon
The anwser is SWORD
STONE DISK — To move
Plant an acorn by it, and water it with the water of life.

DRACULA:

Before climbing down to Dracula's room, wait.

FRANKENSTEIN:

Don't forget the picture of your parents before leaving home.

JACK THE RIPER:

Examine the knife closely — you will need part of it before the end of Part 1.
Behead the French doll, and remember what you saw in the mirror.

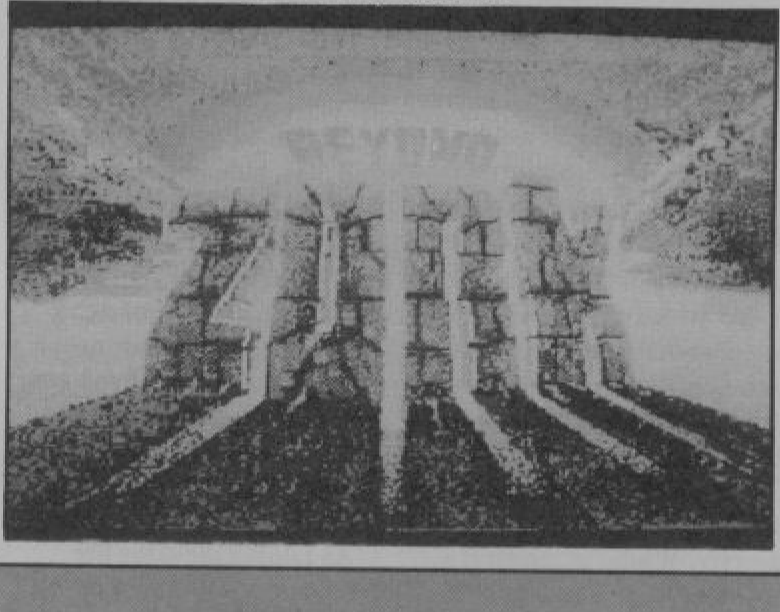
KING'S QUEST III:

CABINET — Where's the key?
In the wizard's bedroom — look on top of the closet.
EAGLE'S FEATHER — How to come by one
Watch out for the eagle flying overhead when you're out and about. He occasionally drops one!
FLY WINGS — Where are they found?
Check out the floor of the telescope room!
MAGIC MAP — Where is it hidden?
Look behind the cloaks in the wizard's wardrobe.
MAGIC WAND — Where is it?
In the cabinet in the wizard's study.
MEDUSA — To kill
With a mirror.
THIMBLE — Where?
Look in the bears' chest of drawers.
WIZARD'S WORKSHOP — Where is the secret entrance?
In his study. Look behind a book to reveal a lever, and then pull it. But beware of the cat!

LEATHER GODDESSES OF PHOBOS

ASSASSIN — To beat him
Give him your sword.
BLENDER — To obtain
Get it by kissing the frog!
CATACOMBS — How to get in
First ask the 'correct' wife to kiss your kneecap.
DECODING — That coded message
Write backwards and substitute letter four apart.
FROG — To bring yourself to kiss it
Put balm on lips, pin hose with laundry pin, close eyes, cover ears with hands — and then do it!
HEADLIGHT — To get, once discovered
Tell Trent to climb down the rope — he's lighter than you.
ION BEAM — To pass safely
Cast the barge adrift from My Kinda Dock. When it has passed the beam, use the black circle at the bottom of the well to get back to it.
MACHINE — To get it from the salesman
Trade the flashlight for it.

▼ Beyond Zork — beyond solution for some.



SMASHED:

Take the cat into the chopper, switch it on, and pull the joystick, to get the key.

WOLFMAN:

To kill the monster, wait eight times as he moves towards you. Then go west four times, howl at the rockface, and go east to kill it as Wolfman.

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RAMPAGE

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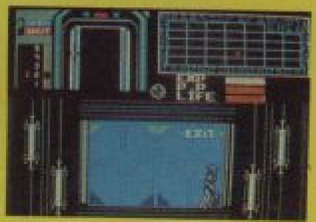
Addictive gameplay, marvellous graphics combined with originality and a great sense of humour! C+VG, March 1989



'R' TYPE

They came from a Dimensional plane clear across the galaxy, wreaking havoc and chaos from star system to star system. With an evil that smothers all resistance with fear and terror, the horrid creatures of the Bydo Empire are now knocking on, Earth's front door.

Is by far the best blast available on the Sega, so it goes without saying that no shoot 'em up fan should be without it! C+VG, March 1989



CYBORG HUNTER

The year, 2242 you are Paladin, the toughest bounty hunter in the galaxy. Monstrous Cybags are threatening to take control of the Universe under the direction of their evil leader, Vipron. Your mission is to gain access to Vipron's chambers and destroy him. Sound easy enough? It isn't!

Horizontally scrolling arcade adventure, action packed! C+VG, March 1989



Y's

You are Aron Christian, a swordsman washed ashore by the might and fury of a hurricane. You were found half dead by a kind and humble fisherman and he restored you to health. The fishing village sat at the edge of the great plain. Rising in the distance was a small mountain range with an ominous tower at its peak. 'That is the Tower of the Doomed', the fisherman told you as they made the sign of the evil eye. 'It is the place where the troubles of our land began'. As you watched the tower, you knew that your destiny waited there.

The whole thing looks incredible – the best I've seen on the Sega. Y's offers depth and playability and will keep you engrossed for weeks. It's a must! C+VG, March 1989

MEAN MACHINES

DUNGEON EXPLORER

Gauntlet has been a source of inspiration for many programmers, and there have been many clones and derivatives released over the last few years. *Dungeon Explorer* is one such clone, but stands head and shoulders above everything that's previously been seen. That might sound over the top, so let me explain.

At the start of a game there's a neat introductory sequence in which a mountain scene scrolls in five level parallax to show a gang of characters atop a cliff. The action then switches to a tavern, where the game characters are selected.

Up to five players can play at once (as long as you've got a five-player adaptor and enough joypads to go round), and the participants can take control of either a Fighter, Warlock, Witch, Bishop, Bard, Thief, Elf or Dwarf. Each has his or her own characteristics (intelligence, strength, agility and charisma), represented by status bars which can be called up and viewed. The characters are also assigned hit points and hit power — in other words how much punishment they can give and take.

When all the players have chosen their characters, the game begins. The door of the tavern leads to the town, which has a giant castle at its centre. The town is surrounded by a dense wood, and three exits lead south, east and west — any of these can be taken to start the adventure.

Unlike *Gauntlet*, *Dungeon Explorer* has a set map to explore, rather like a true arcade adventure. The land is split into 14 levels, each comprising many multi-screen areas. You can explore any area, but the higher the level, the tougher the creatures inhabiting them.

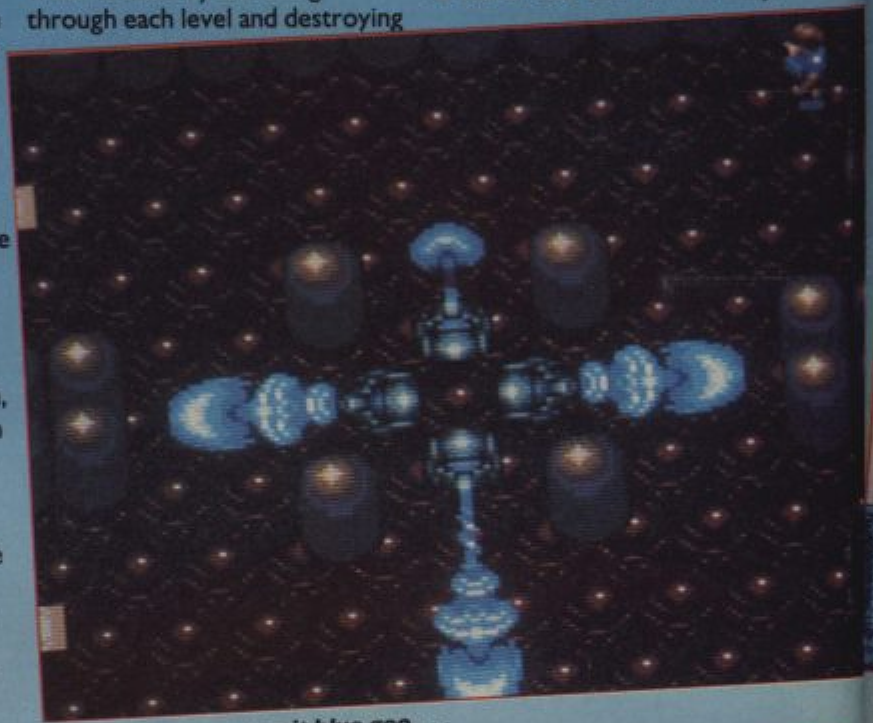
Newcomers are advised to travel south, which leads to level one — and here the fun really begins. The game plays in the traditional *Gauntlet* style, with players blasting at generators and creatures and attempting to reach the next Dungeon entrance.

Whenever a creature strikes a player, hit points are lost — if the total reaches zero, one of the character's five lives are lost.

The objective is to defeat the evil king who resides in the castle (you can enter the castle and see him if you feel that way inclined), which is done by travelling through each level and destroying



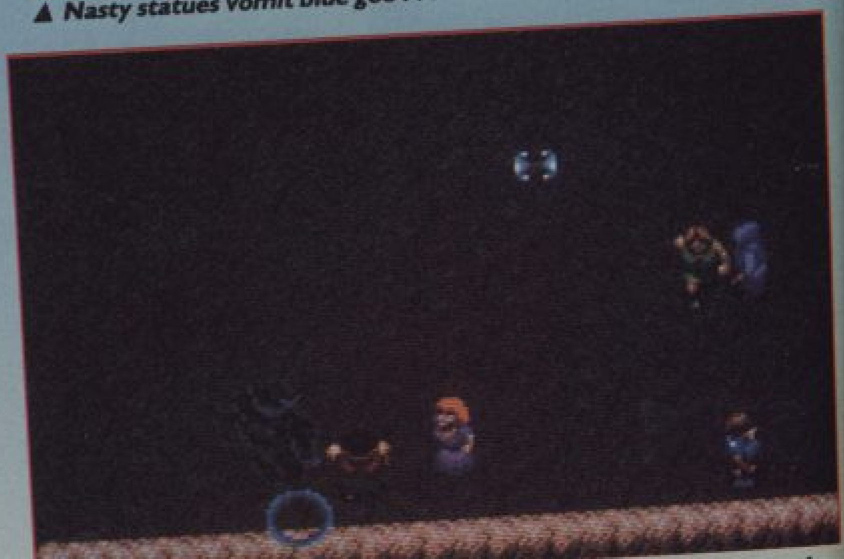
▲ *Level one and lost already!*



▲ *Nasty statues vomit blue goo . . .*



Somewhere in the teeming metropolis. "Verily, gadzooks and forsooth! Quiet tonight, innit"? "Indeed, hey nonny ney! I wonder what's keeping ye regulars? Something's afoot methinks".



Meanwhile, in a Dungeon across town. A merrisome band of adventurers engage in some fisticuffs with a veritable monster. "Yoiks"! "Ooyah"! "Yaroo"! "Gnash thine choppers on this, evil spawn from hell, and get thee gone".



the giant guardian on each one. These take a variety of forms, including giant tigers, dragons, carnivourous plants, wizards, witches and, on the last level, a particularly nasty demon. If he is destroyed, the king is deposed and your mission is completed. Fail, and you're doomed. Doomed!

When a guardian is destroyed, crystals are released and are picked up by the players to increase their hit point capacity — essential if you are to survive on higher levels.

There are plenty of goodies to collect throughout the game, including extra hit power, potions of varying effect (temporary immunity, smart bomb and super hit power), turbo wellies for increased speed, healing salves and items to improve strength, charisma and intelligence.

As well as the main mission, there are plenty of sub-missions (such as rescuing an imprisoned woman fighter who can be used in future games) and puzzles to solve — there's a particular level which consists of a horrendously confusing maze of stairs and trapdoors.

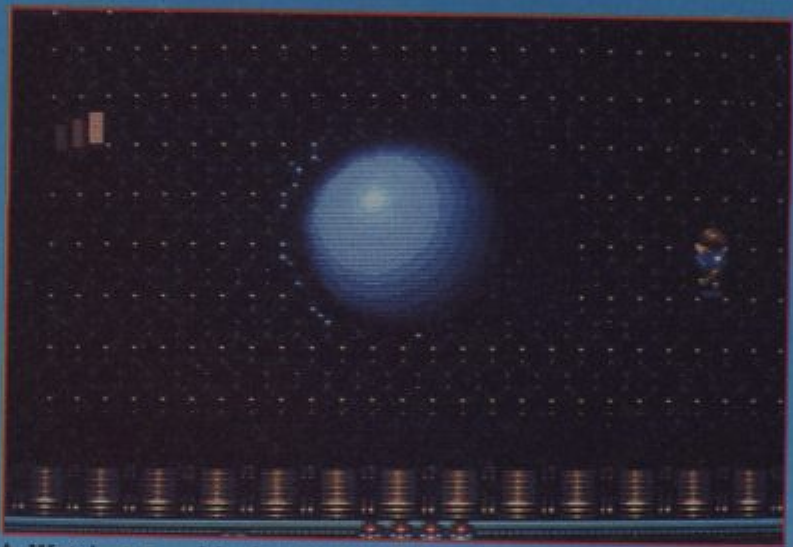
Dungeon Explorer is stunning in every way.

The graphics are marvellous, with beautifully animated sprites, and atmospheric backdrops — the attention to detail is incredible. Sound is also superb, with a series of amazing stereo soundtracks — the sound effects also work in stereo, with explosions and sound effects coming from the left, right and middle, depending on where the action is happening — playing with headphones is a must.

The gameplay is challenging, competitive in multi-player mode and very, very addictive, and the whole thing is brilliantly presented and packaged, with passwords being given after each guardian is killed so you can continue from where you left off.

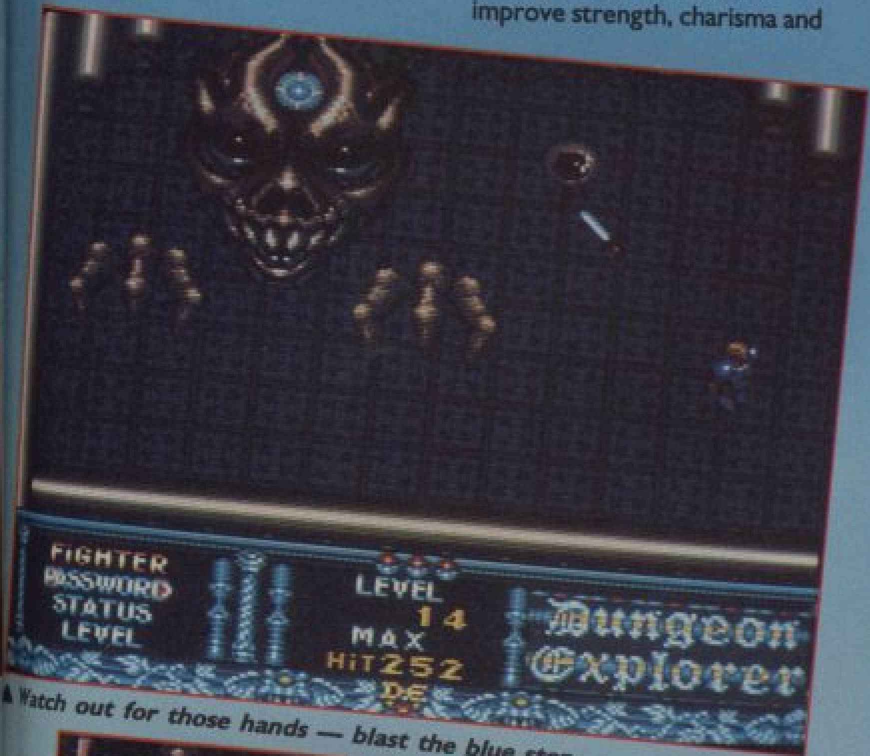
An essential addition to any PC Engineer's software collection.

JULIAN RIGNALL



▲ ***Watch out — it's the level 14 fighter!***





▲ ***Watch out for those hands — blast the blue stone.***

C+VG HIT!

PC ENGINE £29.99

GRAPHICS	**93%**
SOUND	**91%**
VALUE	**84%**
PLAYABILITY	**95%**

A Gauntlet game that offers superlative graphics, sound and gameplay. Quite simply, the best PC Engine game yet.

OVERALL 94%



Later. "Hah! Thou canst throw wobblies, but to no avail, cruel rogue king, for ye gallant heroes before thee hast the power to unseat thy scabarous behind from thy throne".



Yea, and as endeth another busy day for yonder intrepid adventurers, ye most important issue of ye day ariseth — viz, which of said stout yeomen should henceforth purchase a round of ye tavern's finest frothy mead.

MEAN MACHINES

GALAXY FORCE II

The original *Galaxy Force* arcade game was an early laser disk machine, and appeared back in 1983. However, by last year technology had progressed far enough to enable Sega to produce a sequel with similar gameplay and equally stunning visual and aural quality without the need of expensive and unreliable laser disk hardware.

And lo, *Galaxy Force II* was released — the most impressive game yet to appear from the Sega stable.

If you haven't seen the massive hydraulic coin-op, it's a 3D shoot 'em up, almost like *Afterburner* in an alien environment, but is far more complex than any of Sega's other big 3D coin-ops.

The player takes control of an attack craft and flies solo missions into four heavily defended enemy territories, one of which is selected at the start of play. Each level is different, and includes heavily policed space and three planet scenes — volcanic, arctic and densely vegetated.

The action is viewed from behind your attack craft, and alien fighters and hazards whizz by. The enemy are blasted in two ways, either by laser fire (tricky), or by launching homing missiles at them when your automatic targetting system highlights an enemy object.

Whenever the craft is hit by enemy missiles, or runs into an object, its shield is depleted, shown at the bottom of the screen. Should the shield be entirely depleted, the craft explodes and the mission ends.

The objective on each level is to fly right into the centre of the enemy stronghold in that particular area. This is basically a heavily defended long and winding tunnel which you have to fly down. Warnings are given for imminent twists and turns — hit the sides of the tunnel and the craft's shield is severely diminished. If you manage to reach the heart of the stronghold and destroy the target at its centre, that level is deemed complete and you can choose the next scene.

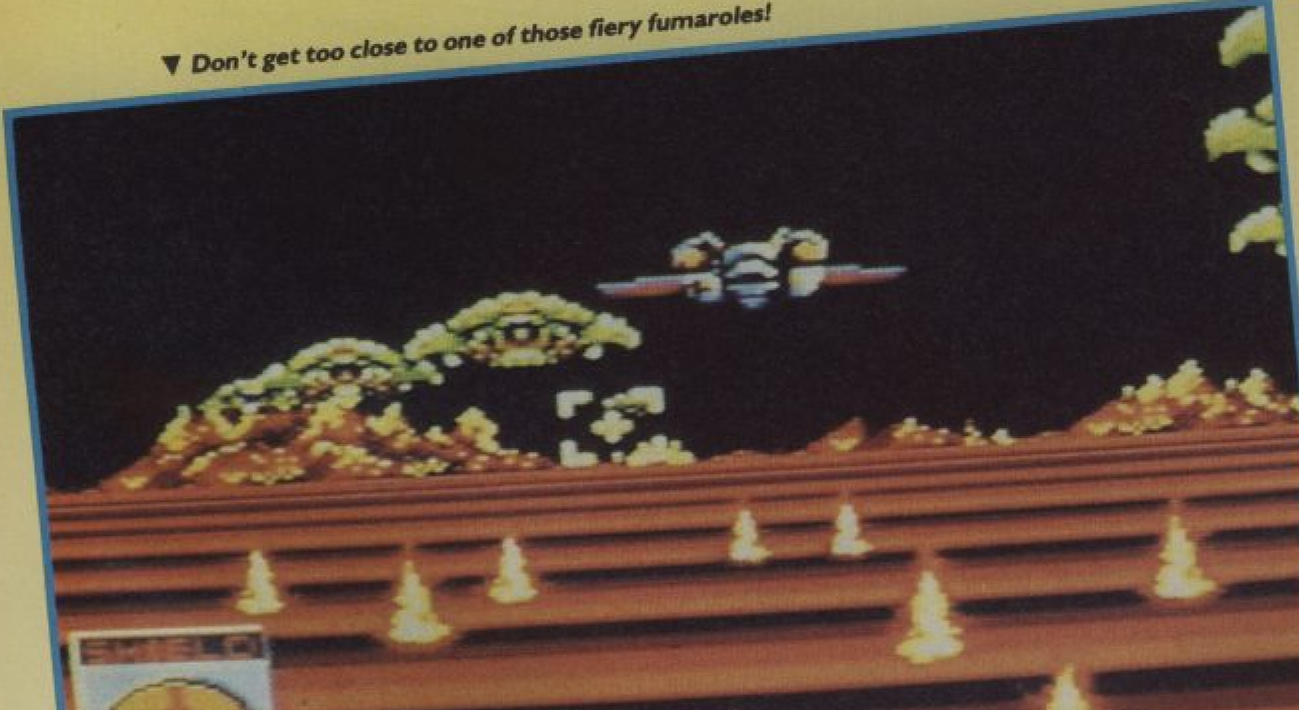
The *Galaxy Force II* coin-op is an impressive beast, with one 16-bit and two 32-bit processors controlling all the graphics and sound. Cramming it all into a compatitively feeble Master System must have been a nightmare, but amazingly Sega have managed to do it. Obviously corners have been cut, but overall the game has the atmosphere and playability of the arcade original. The graphics are a little jerky, but the sprites are excellent and the 3D effect is fast and convincing, particularly



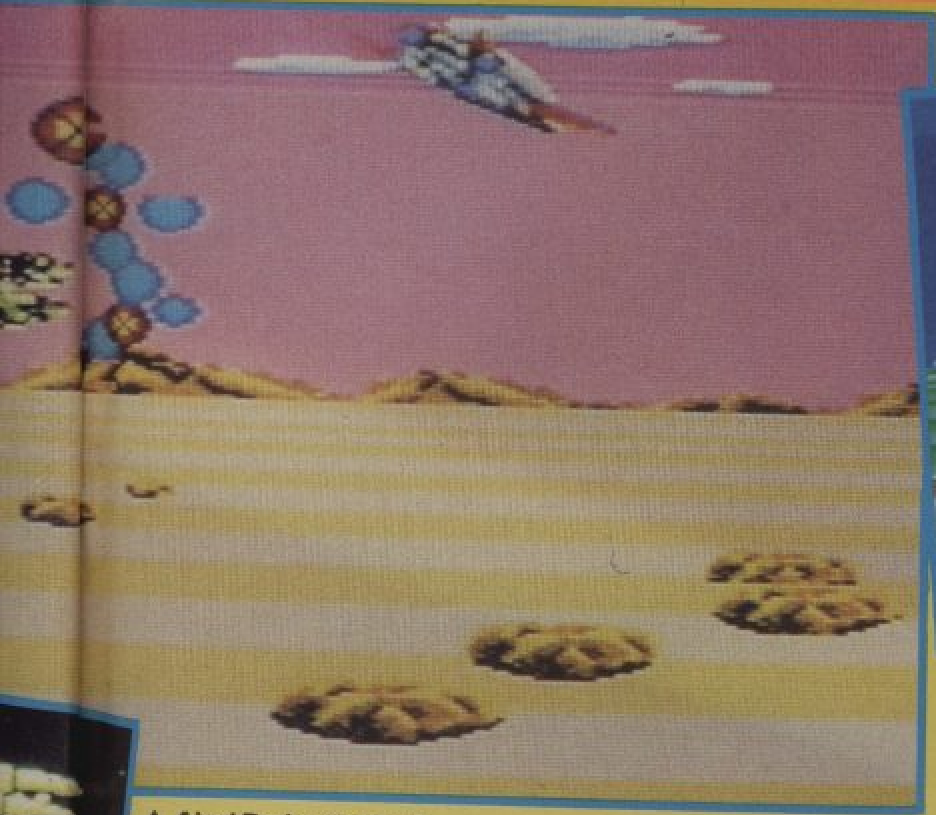


▲ *The mega-carrier spacecraft whizzes overhead.*

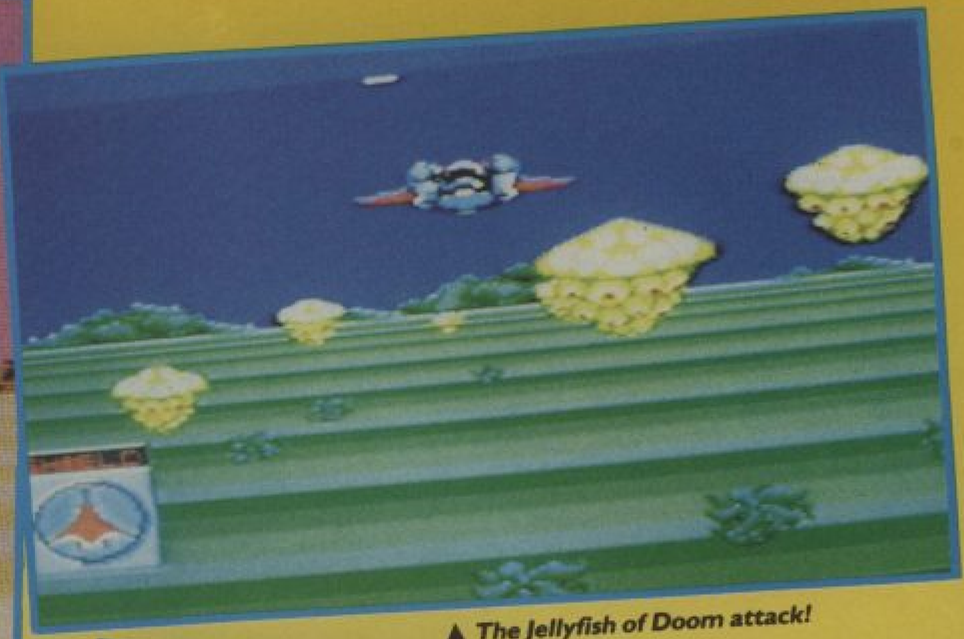
▼ *Don't get too close to one of those fiery fumaroles!*







▲ *Aiee! Dodge the flak!*



▲ *The Jellyfish of Doom attack!*



when you come up against mammoth starcruisers in space, and tornadoes on the volcano planet.

Although four levels doesn't sound much, there's plenty to keep you occupied on each one, with loads of craft and landscape features to blast into oblivion. The gameplay is tough, but it's addictive and enjoyable and will doubtless keep blasting fanatics happy for weeks on end.

A brilliant conversion — if you're after an epic blast, look no further than this.

C+VG HIT!

JULIAN RIGNALL



▲ *Go on — be a real 'ard man and fly through those hoops of fire!*

▼ *Shades of Battlestar Galactica!*



C+VG HIT!

SEGA	£29.95
GRAPHICS	88%
SOUND	79%
VALUE	81%
PLAYABILITY	86%

A tremendous conversion of the technically stunning coin-op that pushes the Sega Master System to its limits.

OVERALL	90%

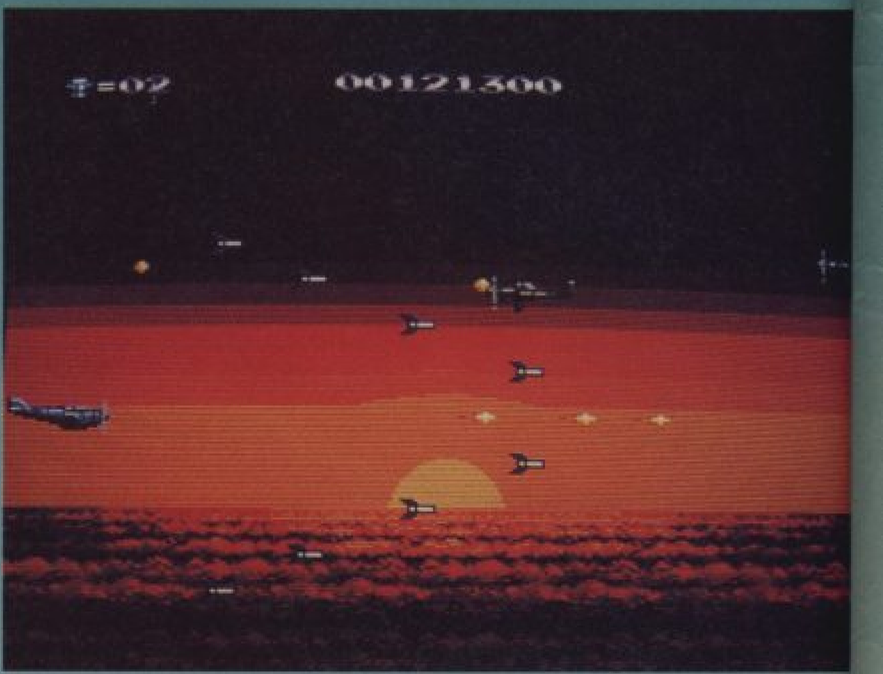
MEAN MACHINES



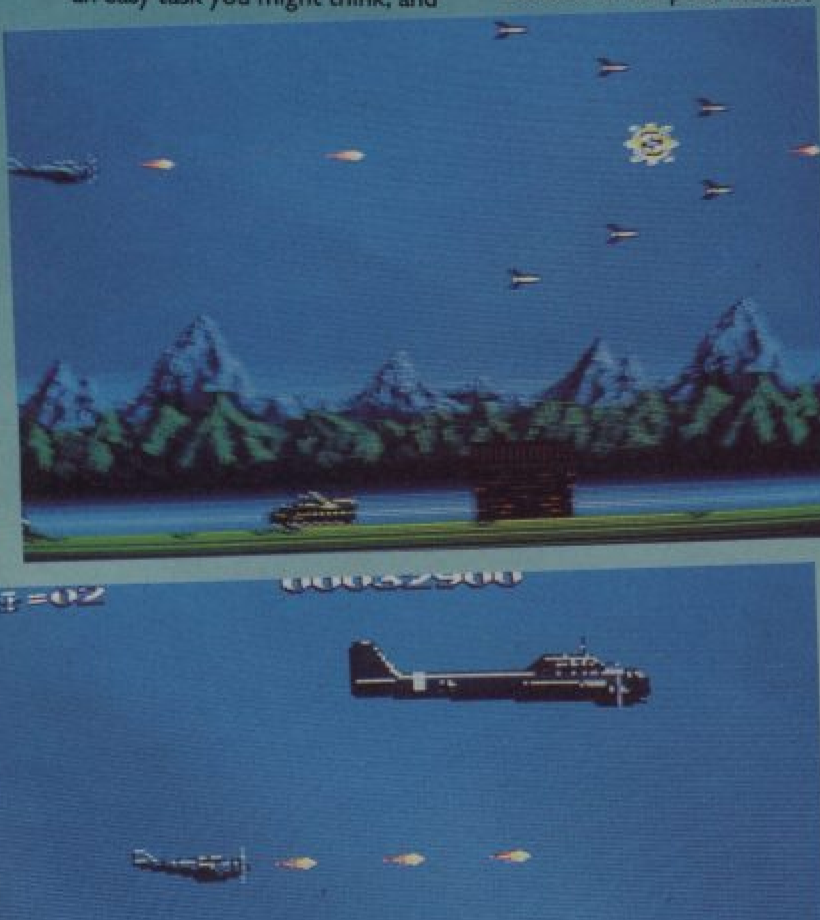
P-47

Is it a bird? Is it a 'plane? Oh darn, you only needed two guesses. Yes, the P-47 in the title is a 'plane — a World War Two fighter winging its horizontal, parallax-scrolling way over Nazi Germany, seeking to bring down the combined air, naval and artillery forces of the Third Reich singlehandedly. Not an easy task you might think, and you'd be right.

You start the game armed only with a piddly forward-firing machine gun, which is fine for some of your punier enemies which only need one shot before they explode into a ball of flame, but there are sturdier foes around which require multiple hits before they go down. What you need are (SURPRISE!) better weapons, and these appear amongst blasted wreckage in collectable pods.



Letters on the pods indicate the add-on inside them. Add to your armoury with speedups, bombs, spread rockets or directional firepower, and prolong the game with the odd extra life.





At the end of each stage there's the usual mega-nasty to deal with. In the case of P-47, there're impressive Luftwaffe bombers and giant Panzer tanks which bombard you with all their might until you pump several dozen rounds of ammunition into then. These guys are horrendously tough to destroy, and just surviving their barrage of fire requires lightning reflexes.

Indeed, throughout the game, the odds seem quite heavily stacked against the player, and even the extra weapons don't help things as much as I would like. So, gaming novices be warned — it's going to take an awful lot of practice (and probably an auto fire joypad) just to get onto the third stage.

PAUL GLANCEY

PC ENGINE £29.99	
GRAPHICS:	81%
SOUND:	77%
PLAYABILITY:	78%
VALUE:	73%

A very tough arcade conversion, but veterans of computer wars past should find P-47's good blasting action both addictive and challenging.

OVERALL:	79%

SON SON II

Hands up all those who remember Monkey, the Oriental show at tea time. It was the ongoing saga of a Buddhist priest whose bodyguards on his pilgrimage to India were a pig spirit, a fish spirit and a monkey god with a magic quarterstaff and a tame cloud.

Son Son II seems to be based on the same legend as the TV series, and just as in every episode, the pilgrimshave been kidnapped by a malevolent mystery spirit. However, the Monkey god, Son Son has somehow managed to evade capture, so it's up to him and his pointy stick to save his chums from becoming goblin chow.

Basically, *Son Son II* is a platform game in which our ape-like hero has to cross scrolling terrain, vault over obstacles, climb vines and, of course use whatever weapons that fall to hand to do over any nasty beasts which get in his way.

Horned hobgoblins, monster plants and tiny blobs beset the hapless primate, but a prod of the fire button delivers a poke in the ribs with his staff. Exploded monsters leave behind fruit and other goodies which can either bestow energy, magic power or cash, in the form of Zennies.

The cash comes in handy at wayside shops, where little old ladies flog extra lives and fancy extra weapons, such as magic bombs and upgraded quarterstaffs. The magic weapons, logically enough, draw on your magic strength, so saving them for the whopper baddies is strongly advised. Huge demons haunt the end of [illegible] once you've found a key and a way out.

I suppose *Son Son II* is a sort of kiddle *Rastan*. The gameplay is fairly challenging, but is rather lacking in variety. It's not much beyond "walk along — jab a monster — pick up the fruit — walk along . . ." with a bit of leaping about every now and again, so it's not without its tedium.

It does score more heavily on graphics and sound, though. There are a host of cutesy sprites drawn in that distinctive Japanese "wide-eyed" cartoon style, and monsters are particularly attractive, especially the tiger god at the end of the first stage. Each level has its own jolly soundtrack, though none of them are going to wow the ears off you, like, say, the *Dungeon Explorer* or *Legendary Axe* music does.

PAUL GLANCEY







PC ENGINE £29.99	
GRAPHICS	80%
SOUND	71%
PLAYABILITY	68%
VALUE	65%

Platform fanatics will doubtless above this, but is won't convert any others to the genre.

OVERALL	71%

NEWS

16-BIT SEGA'S HERE

If you're one of those people who're lusting after a 16-bit Sega, you might be interested to know that Shekhana software are currently selling the machine for £250.00. So if you want to be the fist kid on the block with a Megadrive (it's certainly a mega-pose machine) write to SHEKHANA, 655 GREEN LANES, LONDON N10 0QY for details. Or you can see the machine in Shekhana's shop at 221 Tottenham Court Road, London.

NINTENDO CONVERTERS

Annoyed about all that scrummy Japanese software that's available for the Nintendo which you can't play on your UK machines? Well, you'll be interested to know that there's a converter available which plugs directly into a UK Ninetendo that lets you play all Japanese games. And best of all, it costs a mere £5.

Brilliant, you say, but where can I get the software from? Well, suppliers of the converter, Mention Technical Services, have a catalogue of over 300 titles — which includes all the best Nintendo software available. if you're interested, write to MENTION TECHNICAL SERVICES,PO BOX 18, HELENSBURGH GS4 7DQ. Don't forget to enclose an SAE.

COMING SOON ON THE PC ENGINE

There are some mega games coming out on the PC Engine in the next few months, the most impressive of which are *Outrun, Thunderblade, Altered Beast, Shinobi* and *Afterburner*. Yes indeed! Saga's top games will all soon be available, and from the pictures we've seen, are set to make the current home computer versions look feeble by comparison.

Twin Heli, Taito's vertically scrolling shoot 'em up in the mould of *Flying Shark*, is available in the next few weeks and is stunning. Mr Rignall has been playing it solidly since it arrived and reckons it's "ruddy marvellous". Expect a full review next month.

Golf fans are catered for with a veritable goodie-bag of club-swinging games, with *Winning Shot, Jack Nicklaus Greatest 18 Holes* and *Naxat Open* all available soon.

There's also a Pool simulation, a wrestling game, an absolutely amazing-looking shoot 'em up called *Formation Armed*, and an interesting *Space Harrier* rip-off called *Wind Spirit*.

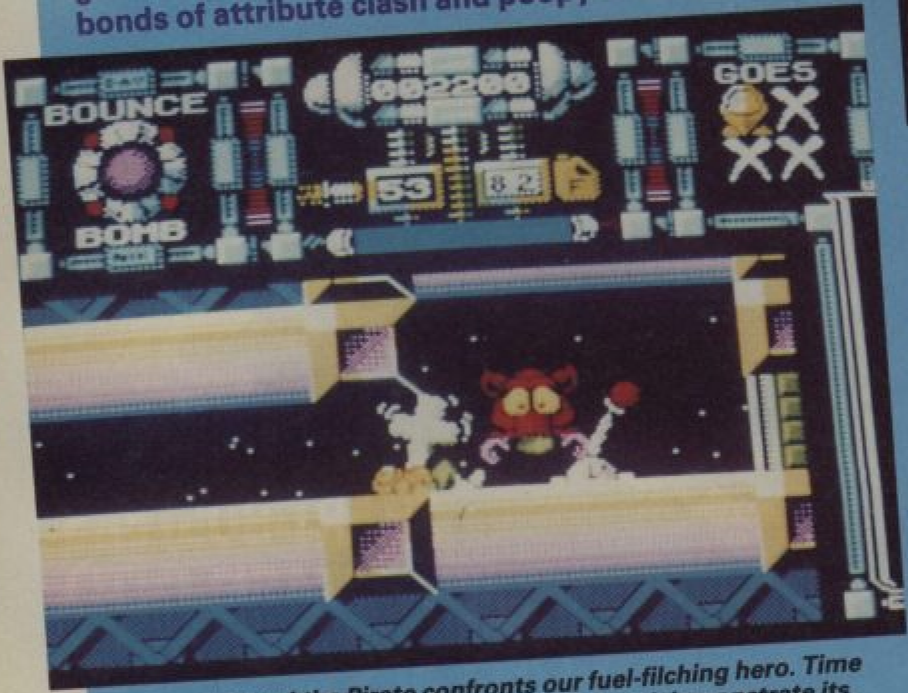
Oh, by the way — don't buy *Out Live* or *F1-Pilot*. *Out Live* looks brilliant, but you can't play it 'cos it's all Japanese, and *F1-Pilot* is the first bad PC Engine game we've seen. it's a racing game that looks good, but it is boring beyond believe.


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Special Action
DRILLER
DALEY THOMPSON'S OLYMPIC CHALLENGE
THE VINDICATOR
SDI
NOW THE ODDS ARE EVEN
CAPTAIN BLOOD
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ALL-ACTION
CHART-BUSTERS
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SOLID 3 Dimensional Landscapes like you've never seen before. Thanks to Freescape – it feels like you're actually there. Interact with weird alien mechanisms, avoiding the Ketars Defences and gain access to the many sections of the Moon, Mitral. Experience Driller and Freescape in action ... "A NEW 3 DIMENSIONAL REALITY!" CRASH
THE VINDICATOR
"If you've spent hours developing your trigger finger here's a game to put it to the test ... it's all action" CPC SILVER AWARD – CPC COMPUTING "each level has a high standard of graphics ... The Vindicator is an excellent game." CRASH
DALEY THOMPSON'S OLYMPIC CHALLENGE "Excellently animated with some great back-drops ... Daley Thompson's Olympic Challenge is first rate ... another gold medal winner from Ocean."
A CRASH SMASH – CRASH.
S.D.I.
"The graphics are great with fast flowing backgrounds and smooth, speedy sprites. I now know what I would do if the five minute warning went off ... I would play S.D.I." F.A.B – COMPUTER GAMES WEEK.
CAPTAIN BLOOD
"To sum up – Bloody excellent."
"The graphics and sound are excellent ... an intelligent strategy game."
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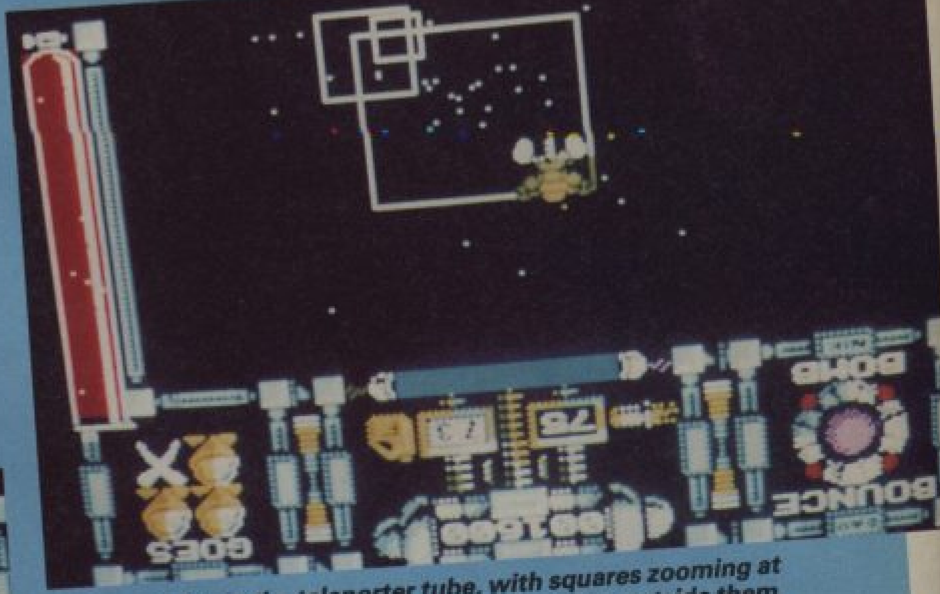
CRAZY JET RACER — Probe Software

(No price or launch date)

Last Christmas, Firebird's *Savage* had Spectrum owners gasping at its riotously colourful, almost arcade quality which didn't really look like it was on a Spectrum at all. Probe are now producing the next game along the *Savage* lines which uses similar, but much improved programming routines to give an even greater illusion of a Spectrum freed from the bonds of attribute clash and poopy sounds.

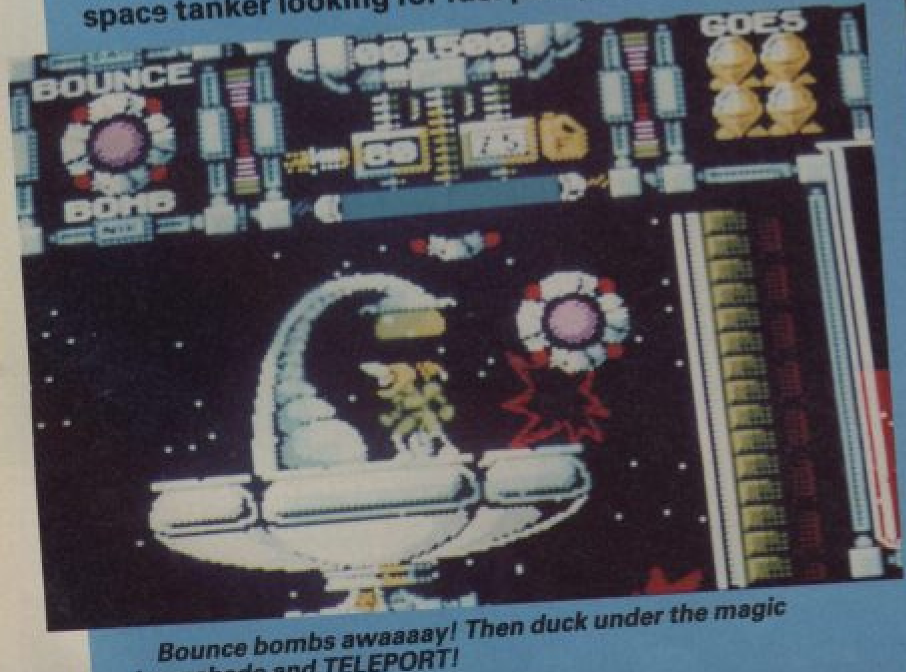


Purplebeard the Pirate confronts our fuel-filching hero. Time to get that plasma rifle out of the holster and demonstrate its destructive capabilities.

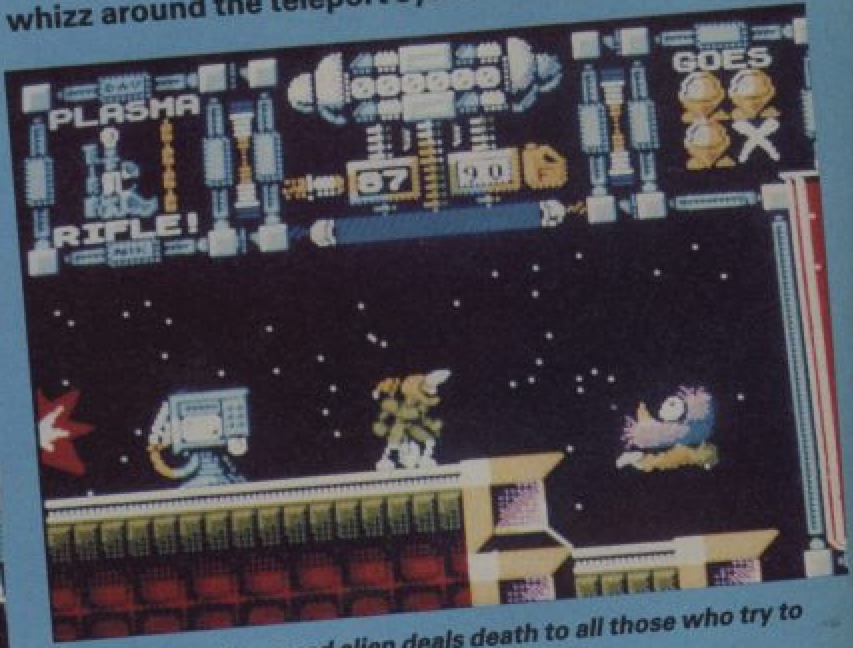


Here we are in the teleporter tube, with squares zooming at us in superfast 3D. Make sure you don't wander outside them or, heck, will you regret it!

Crazy Jet Racer is a preproduction title for the game, which has yet to be signed up to any publisher (though Ocean are tipped to be the most interested company at the time of writing). In it, the jet-packing hero has to hunt the corridors of a space tanker looking for fuel pumps so he can "borrow" some go-juice for his Astra Pod, which had crash landed inside the tanker. Predictable as it may seem, this tanker is infested with tons of space pirate creatures, non of whom like visitors, all of whom have a price on their heads. Obviously its time to collect one of those exotic weapons that are cluttering the place up and start zonking. In between all the blasting there's just time to have a whizz around the teleport system and a quick go on the fruit machines.



Bounce bombs awaaaay! Then duck under the magic lampshade and TELEPORT!



Oops! The big-nosed alien deals death to all those who try to get past.

As you can see from the screenshots, Probe have put a lot of effort into the graphics, managing to splash liberal amounts of colour hither and thither without a load of eye-mashing clashes. Does this mean that all those cynics who said the Spectrum's tonky hardware spec was over the hill were wrong? At the moment the word "maybe" springs to mind ...

RVF — Microprose



Microprose have conspired with Honda to produce this rather nifty motorcycle racing sim based on the RVcF750 Formula One racing bike for their new MicroStyle range ("Games for Adults" (?). Zoom your way around you favourite circuits at 170 mph, or you can motor through specially constructed speed tracks. The version we've seen looks well good — very fast with lots of vroomy sound effects and plenty of speedy 3D thrills to make your adrenal gland go ape. Out on the ST initially with other versions to follow.
PRICES: TBA

TANGLED TALES — Origin



Coming up on the C64 is this fantasy RPG which puts you in the role of a sorceror's inept apprentice, with three missions to complete and 50 characters to socialise with. Origin claim that they've tried to make *Tangled Tales* a change from the usual grim gothic RPG themes by injecting their own brand of quirky humour into the gameplay, and adding some pretty smart graphics, as the screenshot shows. Out on the shelves as you read this.
PRICES: TBA



VETTE! — Mirrorsoft

Not a game about French lady animal doctors — ho, no. Vette! (short for CORvette) is the latest from Falcon folks, Spectrum Holobyte, and takes a simulation approach to driving games, with filled 3D vector graphics depicting a race against European sports cars through an accurate 3D model of San Francisco. Options include a choice of courses, a selection of three Corvettes to drive, varying difficulty levels and numerous perspective views of the action. Sounds good? Well, you're going to have to wait for this one, as the ST and Amiga versions aren't due out until Christmas!





OUT RUN EUROPA — US Gold

After pawning his *Out Run* trophy, that famed Ferrari driver found he had enough money to take his car and his girl on a European tour, and so it was that US Gold's blockbuster conversion spawned a sequel. France, Germany, Italy, Switzerland and good old Blighty are the countries forced to suffer your Sunday driving, and as you carve up the road you can watch national landmarks scrolling past, complete with local forms of transport and typical weather conditions to contend with. S, for example, you get London taxis and buses driving around Big Ben in the rain, Citroen 2CVs going for a spin around the Arc de Triomphe in Paris, and so on. The game had been due "any minute" for about six months now, but this time we are assured that it definitely will be out at the end of June across all formats.
PRICES: TBA.



XENOPHOBE — Microprose

One of Microprose's few arcade conversions. This was originally by Bally Midway and was for 3 players! Now it's converted as a two player on ST, Amiga, Amstrad and Spectrum.

It's split screen — like *Spy us Spy* — with two players competeing to destroy all alien life-forms on each level — a world of derelict space stations and moon bases. It's looking very good so far so we're optimistic. Conversion is by Visage which is the highly respected Imagitec in disguise.



PREVIEW



NAVY MOVES - Dinamic

Submersible sabotage is the name of the game in Navy Moves, sequal to Army Moves. Like its predecessor, the game comes in two separately loaded parts. The first load is an arcade section covering your marine commando's approach to the enemy base in a power boat. After blasting opposing jet skiers, he dives overboard and swims through shark infested waters armed only with his trusty harpoon gun. Without turning a hair, he then climbs into a nearby minisub which gets him through octopi and shoals of moray eels, to the enemy submarine and the next load. You then have to wander the decks of the sub, beating pass codes out of sailors until you can get to the reactor room. Plant a bomb, get out, and Bob's your uncle, you win. Action-packed or what? Well, we'll see when it comes out at the start of June.

SPEC/AMS/C64: £9.95, ST £19.95, AMIGA: £24.95



SILK WORM — Virgin

It may not have turned many heads when it appeared in the arcades, but Virgin's Amiga conversion of this Tecmo coin-op has certainly attracted a ton of praise. Silk Worm is a game of horzontally-scrolling devastation, in which you and a partner of your choice negotiate hostile terrain in a missile firing helicopter and jeep, picking up shields and extra weapons along the way. The opposition is made up of inter-continental ballistic missiles, tanks, SAM launchers and whirlybirds galore. The ST and Amiga versions just missed out on a review in this issue, but they look purdy hot, buster, so tune in next month for the review of those and the 8 bit conversions.

SPEC/AMS/C64: £9.99, ST AMIGA: £19.99







XENON II — MEGABLAST Imageworks

This is it! The Bitmap Brothers' nifty 16 bit shoot 'em up at last has a sequel, and what a sequel it promises to be! Like its predecessor, Xenon II is a vertically-scrolling blast, but the Bitmaps have been able to make numerous technical improvements, such as full screen, super-smooth, three level parallax scrolling, with things to blast on all three levels! Even on the St Amaaaazing! Oh, and there's a funky hip-hop soundtrack by ace hipster-hopster, Tim Simenon of Bomb the Bass infamy. After all that, the superb graphics hardly seem worth mentioning, so we won't. ST, Amiga and PC owners keep an eye out for this one — it's bound to be the biggest shoot 'em up this summer.

ST £24.99, AIMGA £29.99





SKWEEK — Loriciels

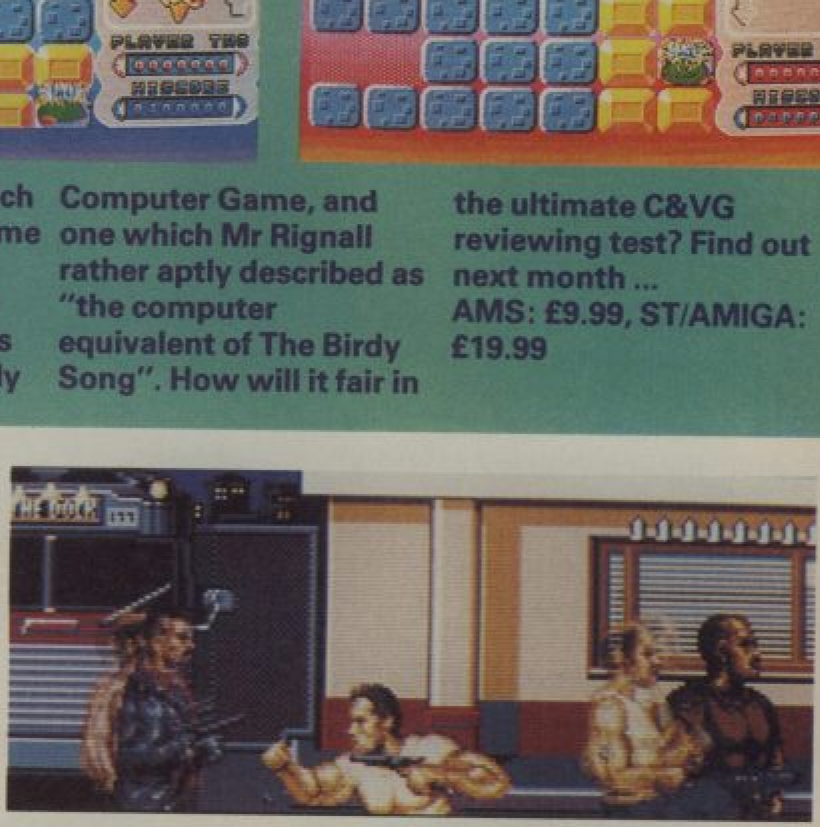




This is the first release from Loriciels since they were taken under the corporate wing of US Gold, and it takes the form of an ultra-cutesy, scrolly arcade game in which Mr Skweek has to colour in all the tiles on each level, while avoiding or blasting the wandering fuzzie-wuzzies. He is aided in his quest for chromatic uniformity by countless pickups which appear from time to time — speedy boots, monster freezers, that sort of thing. Skweek is the epitome of the Jolly Computer Game, and one which Mr Rignall rather aptly described as "the computer equivalent of The Birdy Song". How will it fair in the ultimate C&VG reviewing test? Find out next month ...
AMS: £9.99, ST/AMIGA: £19.99

RED HEAT — Ocean

As mentioned in FAX last month, Ocean have the license to this comedy copper movie which starred John Belushi and the inimitable Arnold Schwarzeneggar. Special FX have programmed a scrolling beat 'em up which stars an Arnie shaped sprite wading through various backdrops from the film, knocking the stuffing out of no-good, drug-dealing, gun-toting bad-hats. In between thumps Arnie has to finish sub-games, such as waggling the joystick to break rocks in the palm of his hand, and putting together the pieces of a torn dollar bill and a broken key. The screenshot is of an early demo, which explains why it looks like it's in Cinemascope, but a lot of the aggro was already present and even the pacifist hacks present pronounced it "well 'ard". Available some time around June.
SPEC: £8.99, AMS/C64: £9.99, ST: £19.99, AMIGA: £24.99







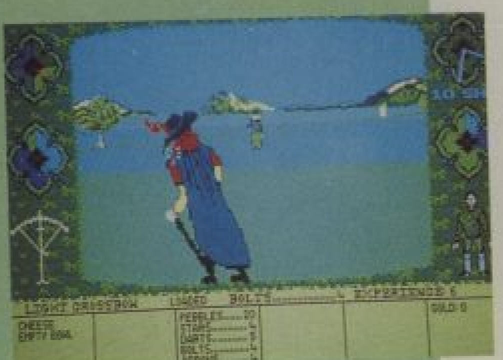
MICROPROSE SOCCER — Microprose (of course)

The Electronic Pencil Company were the programmers chosen to transfer Sensible Software's super C64 footy game onto the ST and Amiga, and, oh happy day, they've managed to keep all the features of the original. Banana shots, rainstorms, bicycle kicks, sliding tackles — the're all in there, and the game is set to come out alongside the Spectrum version in May. But the big question is, Brian, how will the gameplay compare to Anco's Kick Off, currently every ST Amiga owner's favourite game of footy? We'll find out — in the review next issue.
ST/AMIGA: £24.95

PREVIEW

LET SLEEPING GODS LIE — Empire







Ooh, bit of a tacky pun in that title, eh! But seeing as it's their first game we'll let them off. Sleeping Gods is what experts would call a 3D adventurey-arcade game, almost reminiscent of Mercenary. In it, you have to save Tessera from the despotism of a belligerent old wizard by finding your way through eight kingdoms to release an imprisoned god. On the way you'll come across the wizard' peons, all keen to put an end to your quest by knocking you about a bit, but defence is just a matter of finding a good disguise or some medieval artillery and shooting monsters with it. Just to make life even more interesting, there's all sortes of picking up/putting down objects-type tasks too. We've seen a sample of the ST game and it seemed to say "hmm, interesting". The full versions will be in our hands by next issue so you can read our critical appraisal of Sleeping Gods then.

POWER DROME — Electronic Arts

The 3D future racer will be out in an Amigarised form in May, sporting all the features of the ST version and more. First and most important, EA have solved the overly sensitive mouse control problem by putting in a beginner's mode, which magnetically holds the jet races in the centre of the track, thus putting a stop to those tricky swerving into walls manoeuvres. Expect extra-realistic sound effects, enhanced race graphics and even a full-screen race mode. Cor! Heck! Etc.
AMIGA: £24.99

GEMINI WING! — Virgin

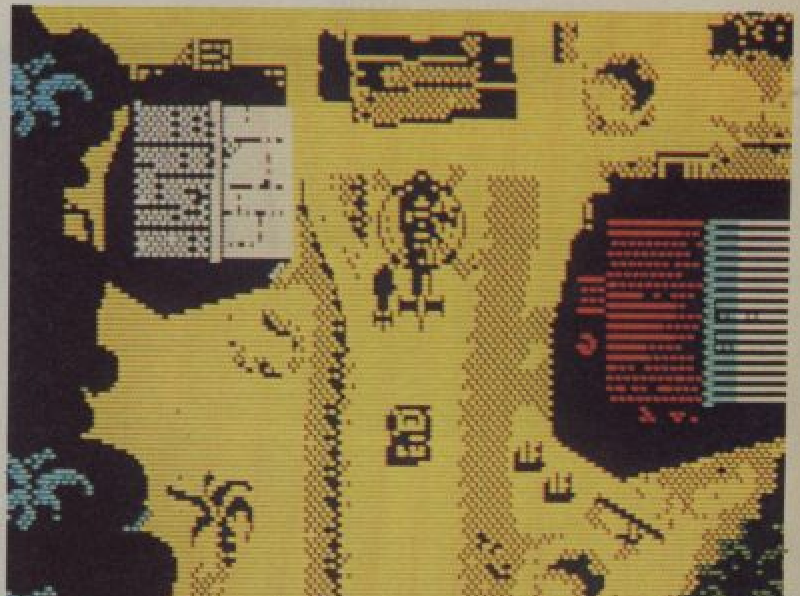




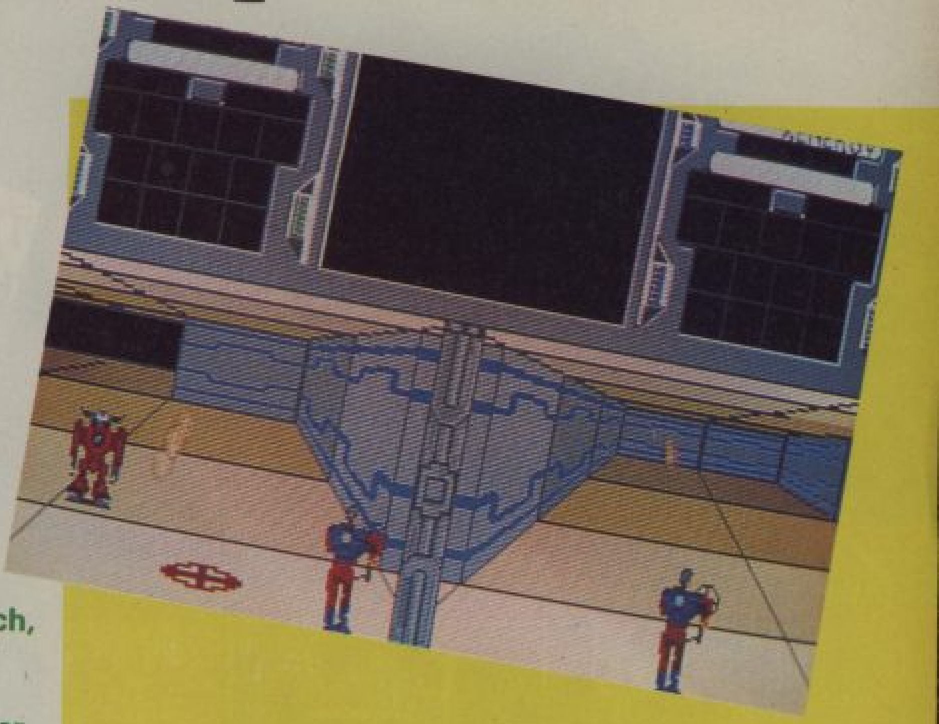
Another Tecmo conversion from Virgin, which takes the form of a seven level, two player vertically-scrolling blast. Oh, and let's not forget those extra weapons. And that's about all there is to it, except to say that the early ST version, pictured here, seemed like hours of fun for all the family. Hopefully, it'll be in the shops around June, on C64, Specturm, Amstrad, Amiga and, of course, ST.
SPEC/AMS/C64: £9.99, ST/AMIGA: £19.99

LICENCE TO KILL — Domark

Domark's previous James Bond licences have always been a tad disappointing, but this, the game of the latest 007 movie, promises to be something a bit more substantial. Jimmy is up against the drug-smuggling forces of Sanchez, and he has to see them off in a helicopter chase, an underwater shark-shooting sequence, and, during the final scene, as he races after Sanchez's drug convoy in a stolen crop duster. If you think you can stand the pace, Licence to Kill is set for release across all formats in June.
PRICES: TBA



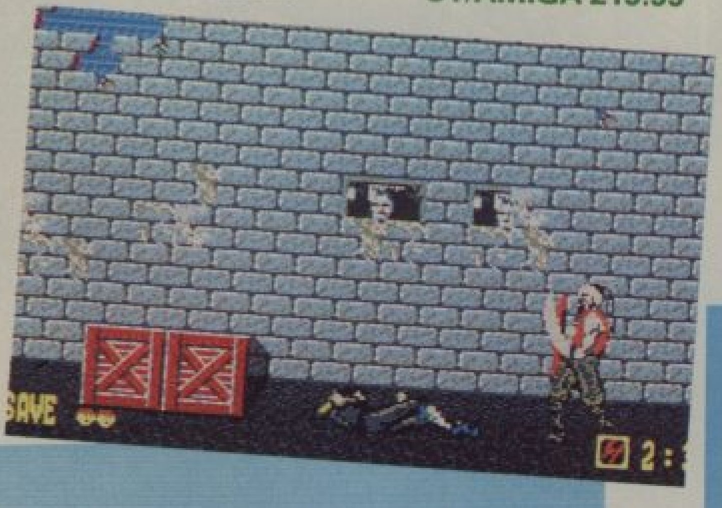






SHINOBI — Virgin

The Ring of Five are holding the childen of the world's leaders to ransom, and seeing as single ninjas work cheaper than twenty man SWAT teams, you've been drafted in to rescue them from their karate kid kaptors. Just travel around the world, punch, kick and shuriken your way through piles of anti-Ninjas, then do over each of the five members of the Ring. Fans of the Sega coin-op needn't hold their breath for Virgin's conversion — well, you could, but you'd probably be dead before it's released in September on eight bit and 16 bit formats.
SPEC/AMS/C64: £9.99, ST/AMIGA £19.99



XYBOTS — Domark

Another in Domark's series of Tengen arcade licences, Xybots is a one or two player blast which puts Major Rock Hardy and Captain Acw Gunn in a 3D maze full of psychotic cybernauts. The screen is split in two, allowing Rock and Ace to take separate routes through the maze, knocking out robots and picking up cash, energy and super weapons. The demo of the Spectrum version we've seen looked pretty super-dupes (just like the arcade game in monochrome in fact), but if you're desperate to see the other 8 bit games and the Amiga and ST verions, the're in the shops in June.
SPEC/AMS/C64: £9.99, ST/AMIGA: £19.99



BATTLEHAWKS COMPO

BATTLEHAWKS 1942 — US Gold/Lucasfilm

Just a petite mention for US Gold's Battlehawks 1942, which should be out on the ST and Amiga as we speak (or write, even) at £24.99. As we mentionedin the HIT review a few months back, it's a simulation of air combat over the Pacific in 1942, and features nifty graphics and heaps of authentic touches to make simulation fans leap up and down in their flight harness. US Gold have also had some natty leather flying jackets run up, one of which they're prepared to hand over to the first person to write in with the name of Mitsubishi's famous Japanese dive bomber which played such a large part in the war in the Pacific theatre. Send your answer on a postcard to TORA! TORA! TORA! COMPO, C+VG, PRIORY COURT, 30-32 FARRINGDN LANE, LONDON, EC1R 3AU.



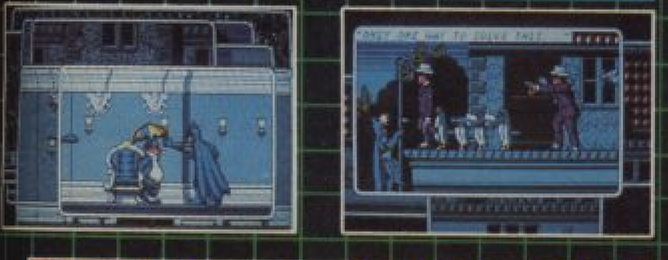
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Your Opponents in your battle for supremacy are four types of Evil Ninja star-throwing Assassins whose skills are manifold and dangerous. Also out to spoil your day are Acrobatic Women Warriors and vicious Guard Dogs. At the end of each level you must overcome the Ninja Master in order to progress – some examples of these superhuman villains are: A fire-breathing Fat Man, an Armour Clad Giant Ninja – who has a disconcerting habit of suddenly multiplying into an army!
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Take on the role of avenging angel as you mete out rough justice to the perpetrators of evil and lawlessness. Some of the most exciting scenes ever to fill a computer screen confront you. The future is here and now when you take up this challenge – PART MAN – PART MACHINE – ALL COP . . . ROBOCOP.
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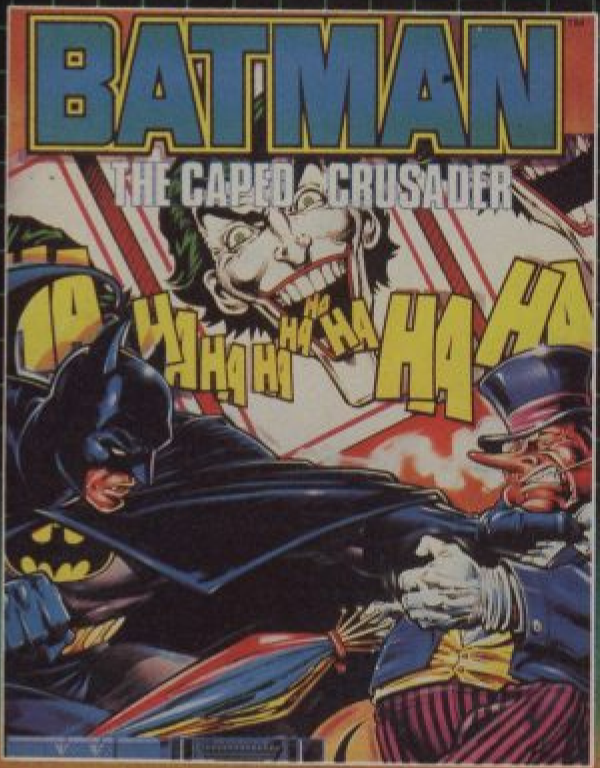
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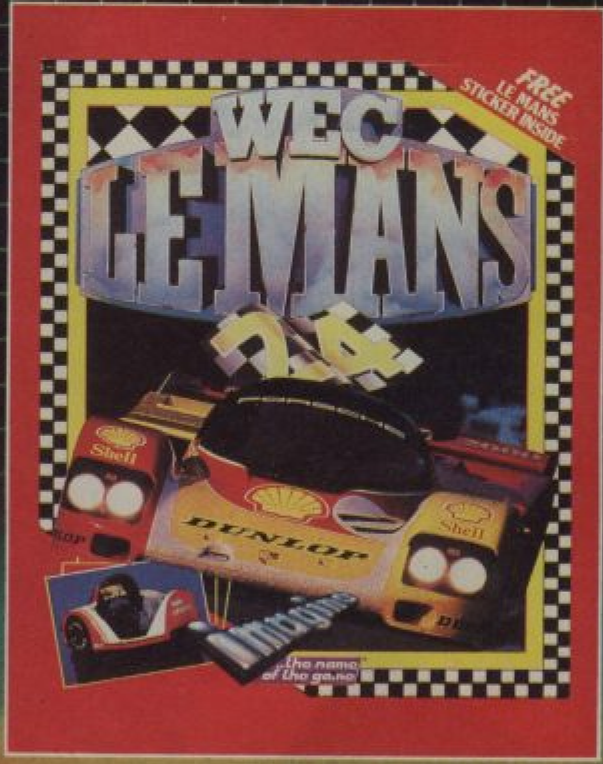
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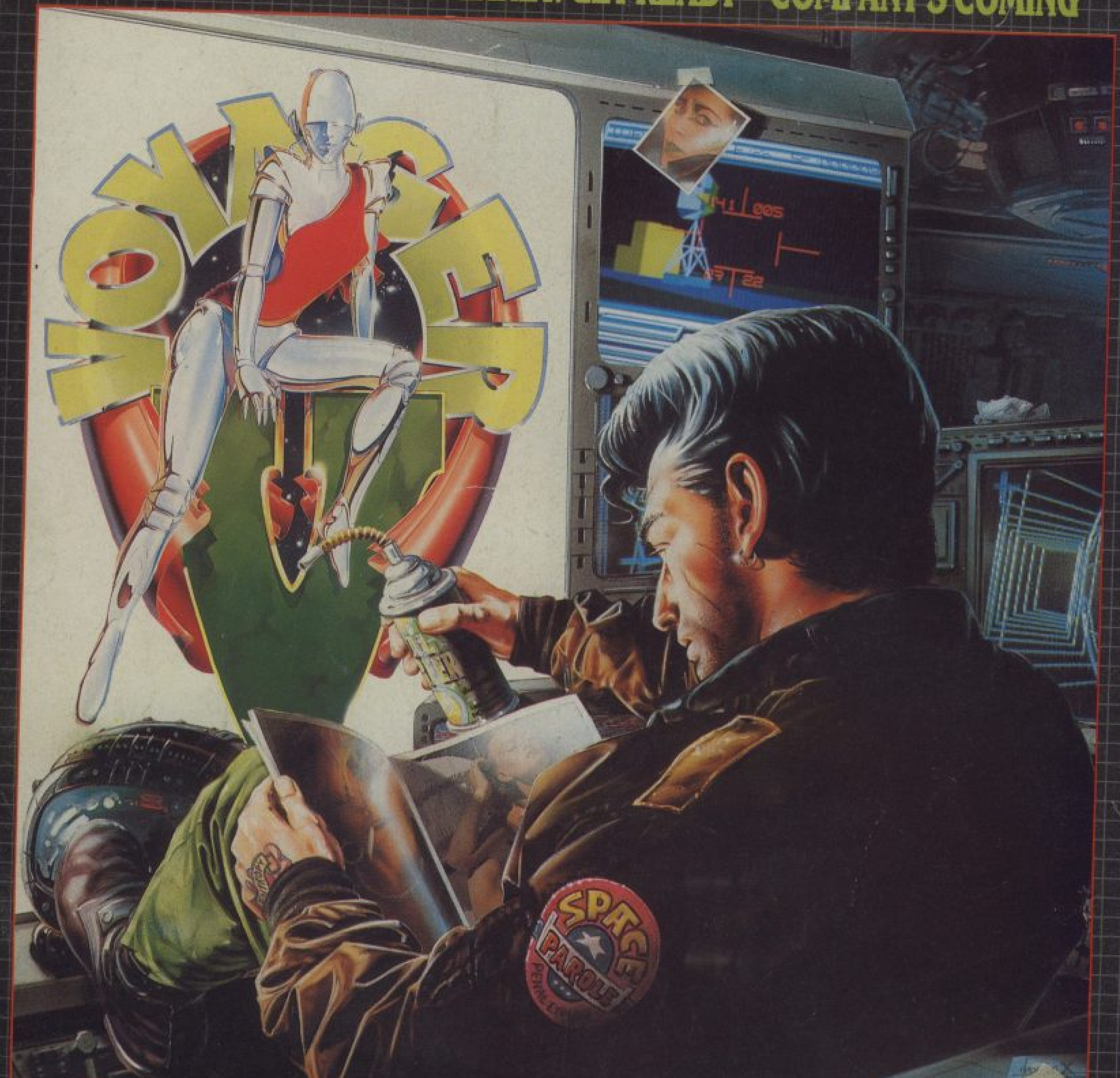
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